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COMPUTER AND CVG VIDEO GAMES

ISSUE 141
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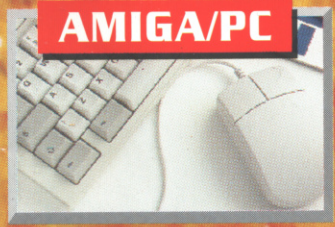
MEAN MACHINES SEGA
PC review
ONE AMIGA
Nintendo MAGAZINE SYSTEM

MEGADRIVE

SUPER NES

AMIGA/PC



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FIRST REVIEW

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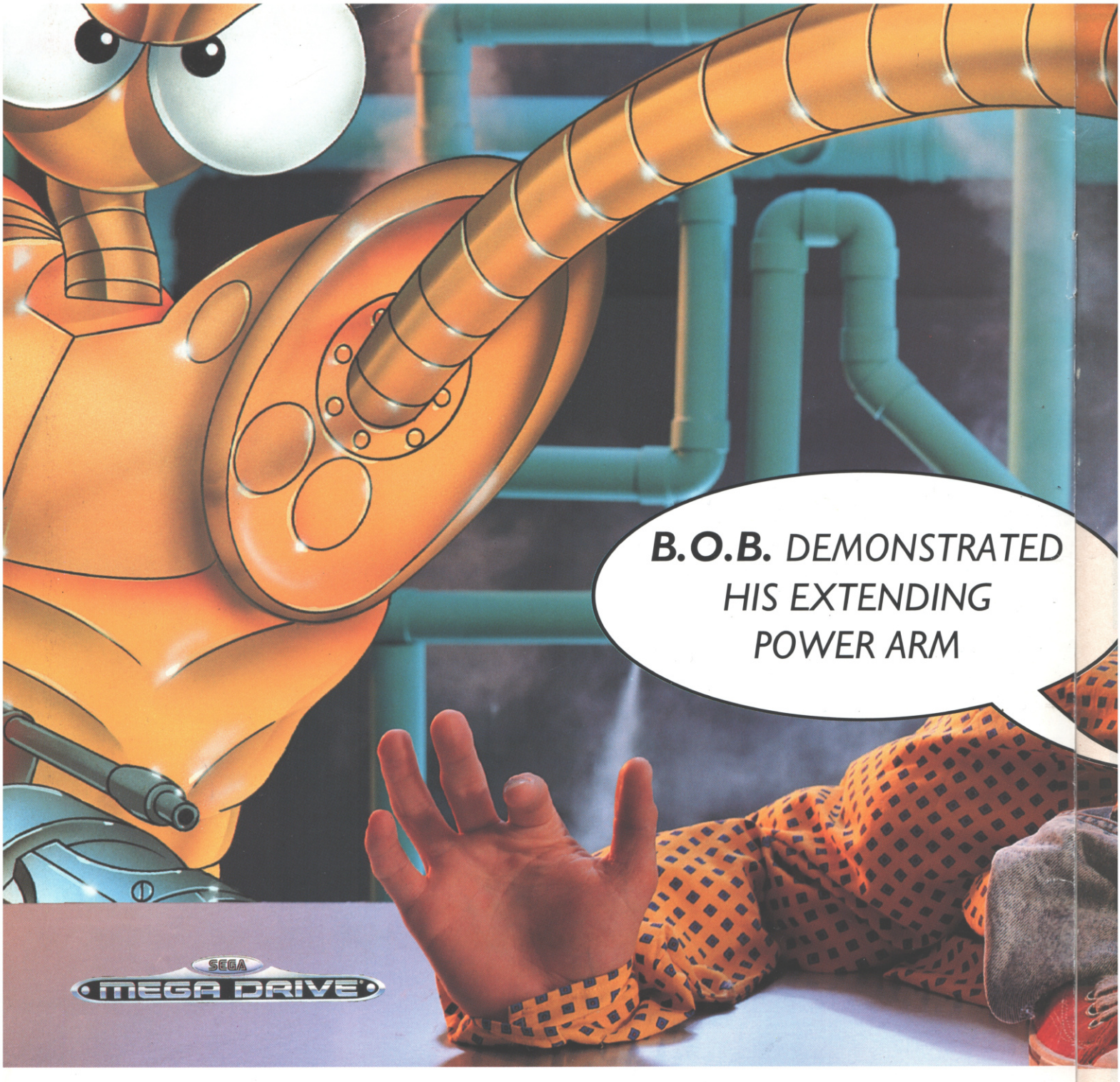

Hell, was I lucky??

It could just as easily have been B. O. B. 's heat seeking rocket, flame thrower, stun bomb or electric ray.

This supreme cybernetic hero has more deadly weapons up his sleeve than NATO.

And Boy does he need them!!

On the way to an inter-galactic blind date in his Old Man's motor, B. O. B. comes a definite second in a pile up with an asteroid.

Not one to stand up a lady, he battles through three different worlds, each with

B.O.B. is by Gray Matter.

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Sega version distributed by: Sega Europe, 247 Cromwell Road, London SW5 9GA. Tel: 071-373 3000

ELECTRON

Screen shots shown – MegaDrive

10 to 15 labyrinth levels. Everyone stocked to the brim with grisly guardians determined to divorce his head from his shoulders.

It's just as well B. O. B. has a list of secret gadgets as long as his arm – helicopter head, spring board, parachute umbrella and force field bubble to name but a few.

Through it all B. O. B. keeps his sense of humour. It's not every one who can fall several floors landing in the splits with their antennae bouncing like pinballs and still come up laughing.

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SPECIAL THANKS TO: All those lovely ladies out there. And hey! - don't ever change.

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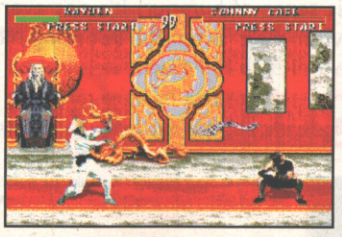

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Best footy game on Super NES? Why not flick to page 54 and find out?

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Interplay takes on the likes of Lemmings with its cutesy arcade puzzler.

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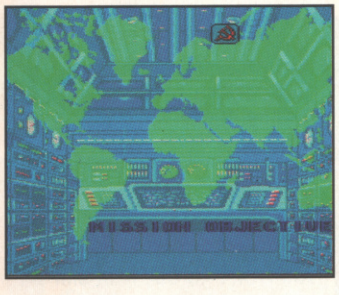

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AMIGA/PC

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Get ready for the Shadow and the Flame in EA's long-awaited follow-up.

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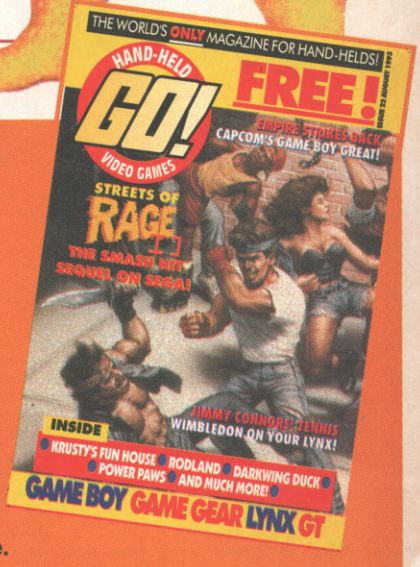
All the latest news on hot systems like CD-i, 3DO and LaserActive, plus all that's good and proper on the software scene. Our free supplement is flat, shiny and hard, just like the software.

HAND-HELD GO! VIDEO GAMES

Still the world's only magazine for hand-helds. Still free. Still in the middle of CVG. It's nice to know that the best things in life never change.



WORD UP WITH GARTH

Never before has a magazine brought you so much for so little! Other 'so-called' specialist mags may be more expensive, but no other console magazine crams in the reviews, news, previews and features that CVG does. Yes the CVG crew work seven days a week and right around the clock just to bring you the best! What other publication could bring you SEVEN massive pages of red hot news from the recent Chicago Computer Show, covering every console format? None, that's how many. But that's exactly what we've secured for you this very ish! Oh yes! We do it with style, we do it with class, but above all we do it every single month!

You may have noticed that we've steered away from all the Streetfighter 2 gossip that's going around at the moment. Well, that's because most of it is merely rumour. CVG likes to get it right first time and you can rest assured that as soon as there are some official screen shots of both Street Fighter 2: Championship Edition on Megadrive and Streetfighter Turbo on SNES we'll have them. What we can tell you is that at the moment Still, Turbo is likely to come out on time and we think SF2 CE will not be far behind it. Until then, Sega fans can sink their teeth into the mind exploding Mortal Kombat, which naturally gets it's exclusive first review in this very mag. Are we good to you or what?!

See Ya

CVG CREW NEWS

EXCLUSIVE! 20% OFF!

Yes! There's 20% off the retail price of any computer or console accessory or peripheral in any Dixons store.
Just cut out this voucher (no photocopies accepted) and take it to your nearest Dixons store, and get a whopping 20% off Dixons computer and console accessories.

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Only one voucher can used per purchase.
Offer closes 31st December 1993.
Branch instructions - Discount through use HO reason code 4.

COMPUTER AND CVG VIDEO GAMES

AND Dixons PROMOTION

JON IN SHORT LEGS SHOCKER!

Jon's still desperately trying to find the girl of his dreams and here's a shot of him out on the town with yet another top beauty Carrie. Jon took her out and wined and dined her, spending money like there was no tomorrow, in his quest for love. Unfortunately, Jon's elevated shoes and the fact that he overdid it a bit in the wine stakes, combined to make him feel desperately queasy and he soon became the centre of amusement for the lady of his dreams. She still won't go out with him but says that he's a "highly entertaining bloke". Even if he has got little legs!

SCHOOL GAMES

It's not often that anyone at school gets the chance to talk about computer games (especially as teachers believe computer games turn pupils' brains into semolina!) So imagine how completely gob-smacked the pupils of St Gregory's school in Brixton were when the CVG boys turned up at their school and asked them all about their favourite games. They were so pleased to see us it was almost embarrassing. It was nothing to do with the fact that they got off a particularly nasty looking maths lesson given by a particularly nasty looking maths teacher. Actually, most of the people we talked to actually liked their teachers. They'll like them even more now as we can tell them that it was their mentors that actually helped set up the CVG visit! Anyway, a great time was had by one and all as everyone told us all about themselves and what games they really liked playing and we agreed with them on almost everything they said, (apart from the bit about Garth being a really great guy and a really snazzy dreser), and even swapped some gamesplaying tips. We just about talked about games for ages (well, until the maths period was over anyway and then they threw us out. Here's what games they're all playing...

SNES
Jemima Wilson
As a 13 year old girl, she collects sequins but don't take her too lightly – her keen diet of McDonalds hamburgers has given her edge when she beats the meat at Streetfighter!

M. BISON

GAMEBOY
Kelly Maggs
Tetris is dead popular games with girls and Kelly is no exception. She's also got a Nintendo console but spends her spare time with her best 'Boy friend' Pretty good she is too!

120 LINES

SNES
Shane Baptista
Shane a bit of a SNES king – or so he says. He's reckons that his high score is actually real. We think that he's telling the truth. Which is sad 'cos it's a really crap score.

400,000

SNES
Stasis Anastasiou
Thirteen year-old Stasis says he's really clever and a great footballer. If he was really clever, he'd know better than to put down such a crap high score at SF2! He beat Shane though!

500,000

MEGADRIVE
Mairead Concannon
Mairhead's thrown away all her sexually stereotypical dolls and installed a Megadrive in her bedroom. Her favourite game is Sonic and she's never tried to dress him up either.

302,106

SNES
Tanya Cameron
Long-haired and pretty, Tanya finds time off her hectic social schedule to sit down for a really good romp with Super Mario every now and then. And boy can she play!

300,760

GAME GEAR
Damien Burke
With two cats romping around and ripping up the furniture, Damien has to play games on the move,. Thanks to his Gear, he still gets to play Sonic II when cat sitting!

45,200

GAMEBOY
Lydia Szydlowski
Consoles and computer games aren't Lydia's favourite pastime (hurrah!) but she's still plays with her Boy when she's bored. She may not be a top console addict but she's top with us.

SUPERMARIO 3 - COMPLETED

MEET THE CVG CREW:

GARTH

I went on a dodgy holiday in an apartment in Italy that was rented for four but I went as an 'unofficial guest'. Unfortunately, one day whilst I was in the shower, the rep came round to " say hello". If she caught me there it was deportation for all of us so I had to climb out of the forth storey bathroom window and jump six feet across onto a balcony and then lie down so that she couldn't see me from the car park. Easy eh? Problem was I naked and opposite the balcony was a block of flats with everyone having their lunch. Lucky I'd brought my own lunchbox with me.

PAUL

Paul never goes on holiday anywhere nice but he was once in Brighton with Whitta and we got back from a nightclub at 4.00am to the B&B and Paul said he wanted to go to a chip shop. Gary Whitta (who was trying to make the northern one sense), told him not to be a stupid northern get as there wouldn't be anywhere open. Rand, in his slurred northern lilt told Whitta he'd damn well go on his own then, and turned around with flourish and marched off whilst telling Whitta over his shoulder what a crap mate he was. Unfortunately, as he walked out into the street a lamp post set about him and his crap mate Whitta had to drag his unconscious body to hospital!

GARY

I was at Butlins with a bunch of mates but unfortunately we attracted rather a lot of complaints about noise. At 4 o' clock in the morning 20 guys from Sega came around to my door and started shouting, "Gary Whitta – Whitta Stinker" and eventually broke open the door and attacked me with wet towels. Unfortunately a Butlins security man had been dispatched to the scene and came in and started having a right go at us about keeping the noise down. We all sat there looking really sorry and apologetic and thought we'd cracked it until one bright spark from Sega with half a football on his head said, "Listen. Don't you like my hat?" The guy exploded and threw us all out!

STEVE

Steve's NEVER been sad enough to go to Butlins but he once went on tour round Britain for almost a year! "I was managing this band mahn," says CVG's number one rocker, "and we were all living in the back of a transit van, gigging by night and sunbathing by day. – It was babe-tastic man, until one evening when I was in the back of the van moving at high speed and the driver unexpectedly slammed on the brakes. Me and this really beefy bloke called Dozer were slung forward at high speed to the front of the transit. Unfortunately I landed first closely followed by the 18 stone blubber gullet and half of Mr. Marshal's finest! Could have been worse though, Whitta could have been in the back too!'

ANGLIN

Whilst on holiday with his pal, who shall remain nameless (yeah, I wouldn't want to embarrass Ryan as well - Paul), they popped into the room of a few luverrly ladies for a quick chat who were supposed to be tucked up in bed at 10:30pm, When a patrol came round to check the girlies were in bed, the two young lads jumped into the cupboard (seriously) until they had gone. Two hours later, after several visits from the patrol and several evading jumps into the cupboard, our hapless young fools realised they had been rumbled and had to make a run for it, before they got locked out of their hotel. They waited 'till the coast was clear, and then made a desperate dash out of the door and straight in to the burly body of a rather large teach' from the school of said girlies!

JON

He's an adventurous sort our Jon and was on holiday in the Sahara Desert in two jeeps. The two cars stopped at an oasis so that Jon could potter off with a spade and do that thing in the sand that only a man suffering with the "squits" can do. Unfortunately, as soon as Jon had dug his hole and exposed his bum to world, a load of wild camels muscled over and started spitting and kicking around him. "It was terrible. I couldn't run away because they caught me with my trousers down. By the time I got back to the Jeep I was covered in warm camel flob! Auuurrrrgh!

JULIE

We found recently that ex-new girl Julie is not as shy as we first thought! At a recent holiday, she spent a whole week sunbathing on a topless beach. During a quick dip, she espied a girl walking off the beach with her bag. She ran up the beach and chased after her as she disappeared into a crowded shopping precinct but eventually caught her in shop. Imagine her embarrassment when she confronted her and found out that it was an identical bag to her own. Embarrassing eh? Not as embarrassing as suddenly realising that you're topless, standing in the middle of a crowded shop and miles from your bra!

NEWS

The revival of an 8-bit classic on Super NES... a space-age challenge for chess fans... two new hotshots for SNES near completion... programmable pads for the 90s.... and we introduce the most benevolent superhero in the galaxy...

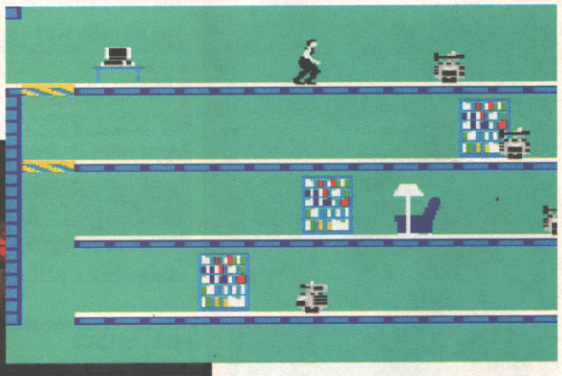
HMV
KNOW HMV - KNOW GAMES

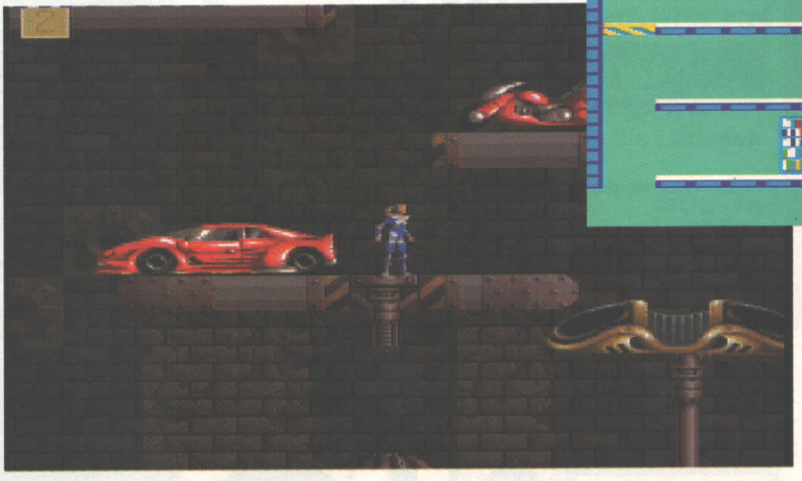
ALL-FORMATS CHART

1 STARWING
(Super NES/Nintendo)
2 FLASHBACK
(Megadrive/US Gold)
3 GRAHAM GOOCH'S WORLD CLASS CRICKET
(Amiga/Audiogenic)
4 CHAMPIONSHIP MANAGER 93
(Amiga/Domark)
5 FLASHBACK
(Amiga/US Gold)
6 SUPER KICK OFF
(Megadrive/US Gold)
7 SUPER STAR WARS
(Super NES/JVC)
8 PREMIER MANAGER
(PC/Gremlin)
9 FATAL FURY
(Megadrive/Sega)
10 ZOOL
(PC/Gremlin)
11 TINY TOONS
(Super NES/Konami)
12 ALIEN 3
(Super NES/Acclaim)
13 WAR IN THE GULF
(Amiga/Empire)
14 STRIKE COMMANDER
(PC/Origin)
15 X-WING
(PC/LucasArts)
16 DESERT STRIKE
(Amiga/Electronic Arts)
17 PGA TOUR GOLF 2
(Megadrive/Electronic Arts)
18 ARABIAN NIGHTS
(Amiga/Krisalis)
19 WAR IN THE GULF
(PC/Empire)
20 WWF ROYAL RUMBLE
(Super NES/Acclaim)

IMPOSSIBLE MISSION ON SUPER NES!

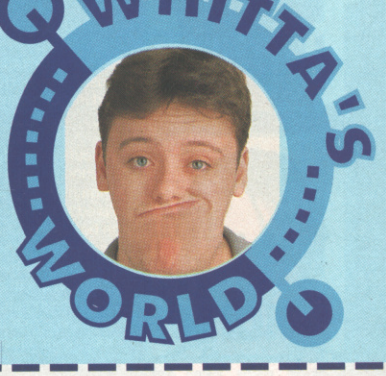
No, you're not dreaming. One of the all-time classic computer games is on its way to the Super Nintendo courtesy of Microprose. The Commodore 64 original from 1984 is still one of the best-loved platform games on any format, and one of the most ground-breaking – it was using rotoscoped character animation long before new-fangled games like Flashback were even a twinkle in Delphine's eye. The really good news is that the SNES version – entitled Impossible Mission: The 90s Remix – is actually two games in one. Not only is there an all-new updated 16-bit version (complete with new characters, power-ups, end-of-level baddies, etc), but also a completely authentic not-changed-in-any-way-at-all carbon copy of the 8-bit original, with all the same game maps, graphics and speech! The CVG crew had a quick play of an early preview version this month and it was a real trip down memory lane. Aah, those were the days... Impossible Mission: The 90s Remix is due out on SNES this Christmas. We can't wait!





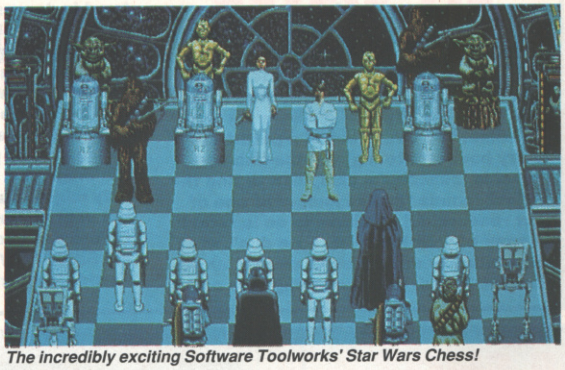
Ah, those were the days. Impossible Mission has been recreated flawlessly on Super NES.

The more upmarket 90s remix should, with any luck, retain the original's playability. Let's hope so!



***GAG SPOT!** Every month from now on, we'll be giving over a Whitta's World slot to the CVG crew's fave jokes of the month. So, without further ado...*
***RANDY:** Why wouldn't the crab share his sweets? Because he was shellfish.*
***ANGLIN:** There are these two fish in a tank. One says to the other, "how do you drive this thing?"*
***WHITTA:** Why did the biscuit cry? Because his mother was a wafer so long.(hmm - Ed)*
***GARTH:** Garth doesn't know any gags, because he's not funny.*
***STEVE:** What did one house say to the other? Nothing, houses can't talk, silly.*
***JON:** A bloke goes into the doctor's and says "Doctor Doctor, what can I take for kleptomania?" (Ho bloody ho - Ed)*
***JULIE:** What do you do if you see a space man? Jump in it, man. (Oh dear - Ed)*

JEDI KNIGHTS

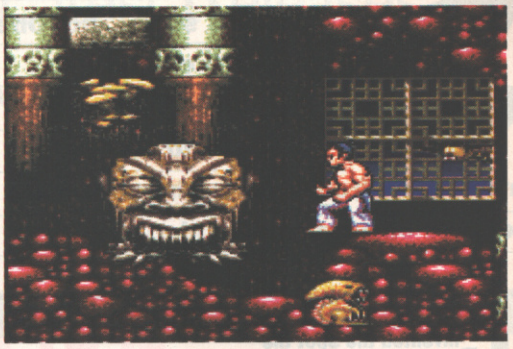


The incredibly exciting Software Toolworks' Star Wars Chess!

The thing about big film tie-ins is that they always seem to be action games, don't they? And this gets a bit dull after a while, so Star Wars fans who have been swamped by an avalanche of action-packed licences will be pleased to hear that there's a rather more intellectual adaptation of their favourite movie on the horizon.

Star Wars Chess (or, to give it its full name, The Software Toolworks' Star Wars Chess) is... well, it's just that, really. Mindscape has taken its famous Chessmaster game engine and sent it back to a long time ago in a galaxy far, far away. So now, rather than the boring old rooks and pawns, you have Luke Skywalker and his rebel chums battling against Darth Vader and his Imperial forces. There are 72 animated battle scenes for when one piece captures another, so expect plenty of light sabre fights and what have you. Out on PC soon.

HURRY UP AND READ THIS



"My sword!" Vivid Image's oriental battler is at last ready for its SNES release.

Can't stop, got to run. Just got time to print a couple of pics of two new SNES games that came into the office just minutes before deadline. First Samurai from Kemco (converted from the Amiga original) is finally finished, while Super Air Diver (or SAD for short) from SunSoft uses a Nintendo accelerator chip (not the Super FX, though) to speed up the Mode 7 aerial arcade action as you fly missions over futuristic cities. We'll be reviewing both next month. Ah, there goes the last train...

Jeez, this is fast! Not the screenshot of course, that's completely still. We mean the game itself, which set off police radar traps for miles around when we booted it up.

SAY HELLO TO...

CAPTAIN CARTRIDGE

A long time ago in a galaxy far, far away... there was a planet called Blag-O, a serene and peaceful place where there was no money and everything was free. But Blag-O was destroyed in a freak collision with the sun, and everyone was killed. Everyone, however, except a young child called Free-B, who was hurled into space by the explosion and crash-landed on Earth some years later. Growing up on our little blue-green planet, Free-B couldn't help but notice how brilliant our video games were, but was apalled at how much they cost. So, using his space-age super powers, Free-B decided to champion the causes of the poor and the needy everywhere. He became Captain Cartridge, and now he's linked up with CVG to bring software joy to the world.

The mission of Captain Cartridge is to provide free games to anyone who, through poverty or misfortune, cannot afford to enjoy a bit of software fun – like everybody deserves to. So, if you have a particularly sorry tale to tell, send it in to Captain Cartridge and, if it plucks at his heartstrings, he may well sort you out. But remember! Captain Cartridge only helps genuine cases and dislikes nothing more than greedy little boys and girls, so don't go trying it on. Send your begging letters to CAPTAIN CARTRIDGE, Planet CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and look out for the Captain's first instalment next issue.

NB: Any similarity between CVG's Captain Cartridge and Sergeant Software, who used to appear in our sister magazine The One, is entirely coincidental. Honest.

LEARN TO PROGRAM

Hardly a month goes by these days without some company bringing out a "revolutionary" new joypad with a list of pointless features as long as your arm. We wouldn't want to let you down this month with our traditional piece of controller news, especially as this latest batch of add-ons is actually quite good.

Spectravideo's SN programmable joypad and joystick uses a new "digital action learning system" which means you can teach them sequences of moves. So, you can program in all your favourite Street Fighter special moves and execute them at the touch a single button. Smart, eh?

With six different memories, 30 pre-programmed moves, battery back-up and all the usual slomo/autofire features, these look like the business. But don't take our word for it just yet - we'll be roadtesting them both in a special gizmos feature next month. In the meantime, the Program Pad and Program Stick will be available from September at £39.99 and £49.99.

NEWS

Sly Stallone plays Judge Dredd on big and small screens soon... not one but TWO chances to blag some free software... and all the latest goss from the rough and tumble world of computer and video gaming...

FIT SISTER

Calling all you gamesplaying guys! Do you have an older sister (16 or over) who's rather attractive? If so, you could win £100 of software for your machine! The CVG crew, in a particularly sorry bout of late-night-in-the-pub-sadness, is launching a campaign to find the fittest female family member of one of our readers! All you have to do is send in a snap of your lovely sis – we don't want any nudey or dirty ones of course, oh no heaven forbid, just something nice and pretty to brighten up our day when we trawl in depressed in the morning. Don't worry, it's not seedy or anything – it's just like an innocent seaside beauty pageant. Each month the sender of the prettiest pic will receive a hundred quid's worth of games for the system of his/her choice, and we'll also make the young lady a star by printing her lovely face in the magazine. So get snapping and not only might you be swamped by software, but your sister could be a supermodel before you know it! Send your photies to FIT SISTER, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

SPOT THE SHOT FOR FUN AND PROFIT!

Considering we only invented the Spot the Shot comp as an easy way to fill up a bit of space, it's been a tremendous success – apparently the idea of winning £50 of software is just too much for you greedy little trouser stains to resist. So we'll just have to keep doing it, we suppose.

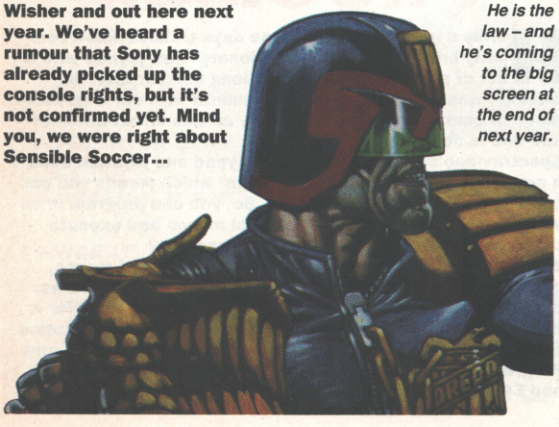
This month's shot is, as usual, a piccy from one of this month's featured games that's been given a good going-over by the CVG "firm" to render it almost unrecognisable. Using your skill and judgement, can you tell us what game it's from? If so, bung your answer in the post to SPOT THE SHOT 3, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And remember – you've got to be in it to win it!

STALLONE IS JUDGE DREDD

After over a year of rumour and speculation, it's finally been confirmed that Sylvester Stallone is to play Judge Dredd in a new multi-million dollar movie – and the official games are already in the pipeline!

Fresh from his hit with Cliffhanger, the man Stallone will be donning the famous helmet and patrolling the seamy streets of Mega City One in the movie, written by Terminator 2 co-author William Wisher and out here next year. We've heard a rumour that Sony has already picked up the console rights, but it's not confirmed yet. Mind you, we were right about Sensible Soccer...

He is the law – and he's coming to the big screen at the end of next year.



HMV SNES CHART

KNOW HMV · KNOW GAMES

1 **STARWING** (Nintendo)
2 **SUPER STAR WARS** (JVC)
3 **TINY TOONS** (Konami)
4 **ALIEN 3** (Acclaim)
5 **WWF ROYAL RUMBLE** (Acclaim)
6 **PUGSLEY'S SCAVENGER HUNT** (Ocean)
7 **AGURI SUZUKI** (Nintendo)
8 **JOHN MADDEN FOOTBALL 93** (Electronic Arts)
9 **WING COMMANDER** (Mindscape)
10 **MICKEY'S MAGICAL QUEST** (Nintendo)

QUICK NOTES

● **SEGA** has admitted that it has developed a 32-bit console known as the Saturn, which is intended to take over from the Megadrive – this, presumably is the "Gigadrive" that everyone's been talking about for yonks. Unfortunately, due to pricing problems, Sega is unlikely to release the new machine until it's possible to sell it cheaply enough, and that could mean a very long wait, maybe until the year after next...

● **ALTHOUGH** it still hasn't unveiled it, Atari has finally released details of its new 64-bit superconsole, the Jaguar, to be released next year. According to Atari, the cartridge-based system will have 16 million colors, a RISC processor, 16-bit CD-quality stereo sound and a host of other features – all for $200 (around £150)! The first "MegaCart" games to be released include Cybermorph, Alien vs Predator and Jaguar Formula One Racing. More news as it comes in...

● **IF YOU** were excited to read about Microprose's all-new version of Impossible Mission on SNES in this month's news, you'll probably get even more moist when we tell you that the company is also planning new versions of some of its old faves, including F-19 Stealth Fighter (Megadrive), Airborne Ranger and Solo Flight 2 (both SNES). Airborne Ranger and Solo Flight are due early next year, with F-19 pencilled in for Summer 94...

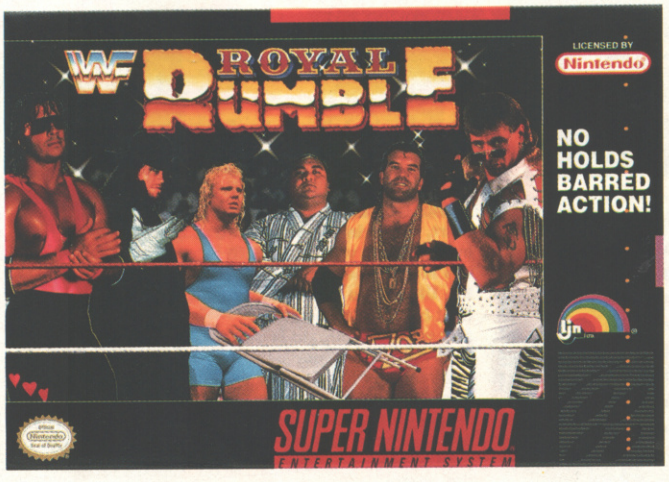
● **SEGA** has finally given way to media pressure and set up an age rating system for its games – in America, at least. As of this month, all American Sega-produced carts will carry one of three classifications. There's "GA" (for general audiences), "MA-13" (for mature audiences) and "MA-17" (for adults – not appropriate for minors). We'll have to wait and see if the system finds its way over here...

WHITTA'S WORLD

DID YOU KNOW there's a real New York plumber called Mario? Mario Zupanovic is the man in charge of maintaining the plumbing system for the Statue of Liberty..

(Start) Nintendo (Options) Latest Releases (Password) Woolworths.

£49.99† Super NES format



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NEWS

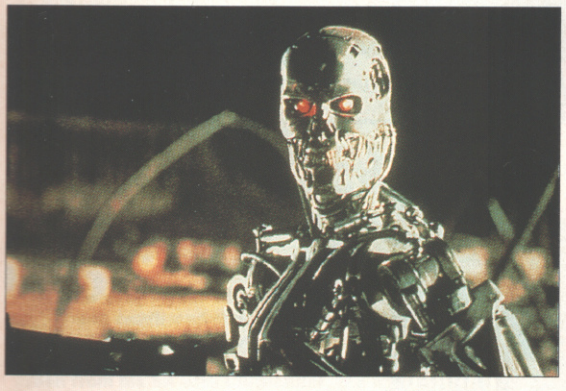
ACCLAIM and James Cameron get in bed together... make your own SONIC chilli dog... and JURASSIC PARK in comic-book form...

ACCLAIM GOES DOWN A STORM!

In one of the biggest licence deals of the year, Acclaim has tied up the video game rights to all of blockbuster director James Cameron's future movies.

The deal between Acclaim, who've already had a hit with Terminator 2 on consoles, and Cameron's company Lightstorm Entertainment means that the two companies will work together on the game licences right from the storyboard stage, with the software developers having access to the movie sets during filming.

The first film to be covered by the new deal is Cameron's next project True Lies, which stars Arnold Schwarzenegger as a nuclear weapons expert caught up in a government conspiracy. It's tipped as the big Summer blockbuster for next year, and following that is the official Spiderman movie, which Cameron is also directing. "After our terrific success with T2, we're thrilled to be back in business with Acclaim," says Cameron. So that's all right, then.



CHILI DOG A LA SONIC

Brown 1lb ground beef. Add 1/2 cup each of chopped onions, peppers and mushrooms (brown lightly), one tablespoon Worcester sauce, 1 large can of crushed tomatoes and 8oz barbecue sauce. Simmer for 30 minutes. Add 1 teaspoon each of chili powder, cumin, oregano. Add 1 large can of red kidney beans (drained). Simmer for 1 hour and add the hot dogs. Cook for 15 minutes in the sauce, and serve in a toasted roll (melted cheese optional). Yum! Actually, if you have any success with this recipe, send us a picture of your dish and we'll print it and give you a prize. Even better, send us the food in an envelope so we can all tuck in.

IT'S A SONIC EXPLOSION

With two new Sonic the Hedgehog games on the way (see CES report), Sega is launching a new wave of "Sonicmania" with yet more merchandise and tie-ins.

Fans of those tacky old Steve Jackson adventure gamebooks (if you want to fight the skeleton monster men turn to page 43 etc) will be pleased to hear that Sonic has got in on the act with two "interactive novels" loosely based on his on-screen adventures. The two books, Metal City Mayhem and Zone Rangers, are priced £3.99 and in the shops now – but you can win a copy of each as we've got 10 sets to give away. Simply tell us the name of Sonic's little orange mate and send the answer to TAILS COMPETITION at the usual CVG address.

In the meantime, US telly-watchers are currently enjoying the animated exploits of Sonic in a new cartoon series which should find its way onto screens over here later in the year – it's not bad at all. And Sonic has even turned into a celebrity chef, dishing out his favourite recipes in the latest edition of his US comic. So, if you're interested in making one of Sonic's meals, here's how:

NOW IT'S A COMIC AS WELL

We're talking about Jurassic Park of course, which has already been turned into a McDonald's happy meal, T-shirt, colouring book, coffee mug and, oh yes, film. With the movie opening across the UK as you read this, the first issue of the official Jurassic Park comic is on sale now. It's a four-part adaptation of the movie with some behind-the-scenes movie guff dotted around too and, according to the publishers, the comic will continue after the movie adaptation with original stories based around the same characters. Coo.

1
SCAN JURRASSIC COMIC TO FIT HERE

WHITTA'S WORLD

We couldn't help but laugh in the CVG office this month, when it was inadvertently revealed by the man himself that our "esteemed" Deputy Editor and EMAP karaoke king Paul Rand is a regular caller on one of those tacky 0898 "Karaoke Challenge" lines, where you phone in and sing a song to try and win a cash prize – what with live karaoke being out of season at the moment, it's the only way he can get his fix. Worse still, he doesn't have a phone at home, so he trudges all the way down to the phone box at the bottom of his street! What a very, very sad man he is. (This is all a total lie – Rand)

HMV
KNOW HMV - KNOW GAMES

PC TOP CHART

1 PREMIER MANAGER
(Gremlin)
2 ZOOL
(Gremlin)
3 FLASHBACK
(US Gold)
4 STRIKE COMMANDER
(Origin)
5 X-WING
(LucasArts)
6 WAR IN THE GULF
(Empire)
7 CHAMPIONSHIP MANAGER 93
(Domark)
8 EYE OF THE BEHOLDER 3
(SSI)
9 LEGACY
(MicroProse)
10 FREDDY PHARKAS
(Sierra)

HMV
KNOW HMV - KNOW GAMES

AMIGA CHART

1 GRAHAM GOOCH'S WORLD CLASS CRICKET
(Audiogenic)
2 CHAMPIONSHIP MANAGER '93
(Domark)
3 FLASHBACK
(US Gold)
4 WAR IN THE GULF
(Empire)
5 DESERT STRIKE
(Electronic Arts)
6 ARABIAN NIGHTS
(Krisalis)
7 GUNSHIP 2000
(MicroProse)
8 THE CHAOS ENGINE
(Renegade)
9 A-TRAIN
(Maxis)
10 A320 AIRBUS
(Thalion)

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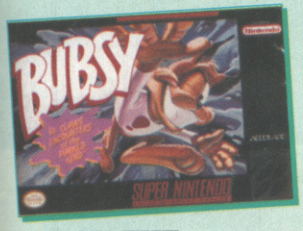

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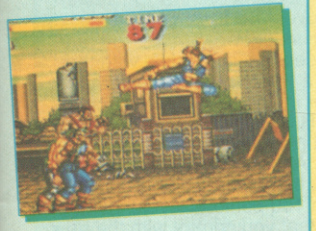

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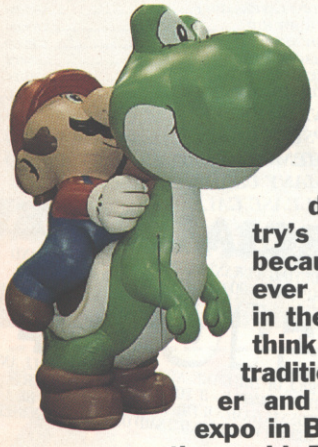
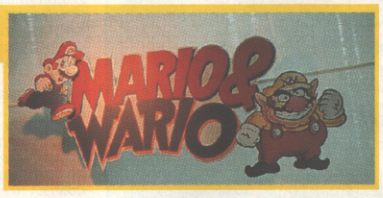
SWEET HOME CHICAGO

...home, as ever, to the International Summer Consumer Electronics Show – or CES for short. Every year the cream of the industry gathers here in June for the biggest video games exhibition in the WORLD to unveil their hottest new games and hardware, and 1993 was no exception. CVG's Gary Whitta was in town for the week to find out what's going to be setting your screens alight in '94 and beyond. This is what he eventually staggered back into the office with...



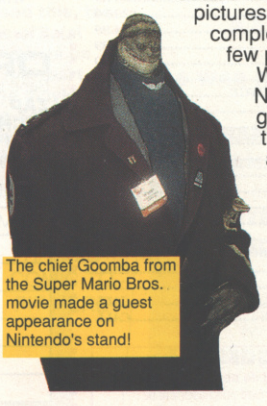
Chicago! What a town! Home of blues music, the world's tallest building, Michael Jordan... and the Summer CES, the hottest date in the games industry's calendar – and not just because it's in June. If you've ever been to a computer show in the UK and been impressed, think again. In typical American tradition, the CES is bigger, bolder and badder than any games expo in Britain or anywhere else in the world. Everyone comes out to play in the Summer sun at CES, from the big boys of Nintendo and Sega to the smaller independent companies and developers, each with their latest wares to show off. In fact the CES isn't just about games – it's an all-round electronics show, where you can check out everything from the latest widescreen TVs to portable Minidisc sound systems – but it's in the games hall that the real action's to be found, not just with new games but also the latest systems, add-ons and all kinds of other fun stuff. Only in America, as they say. So, join me now as we voyage through the electronic jungle of the CES and sort the wheat from the chaff of what was on display...

NINTENDO



It's a CES tradition that the Mario giants always dominate the show – rather than just erecting a regular stand, Nintendo takes up a whole "area" that swallows up about a quarter of the entire show. When you hear about the World of Nintendo – well, this is about as close as it gets, with every new product on show here, backed up by some stunning special events (like a mega laser show inside a giant dome) to drive the message home.

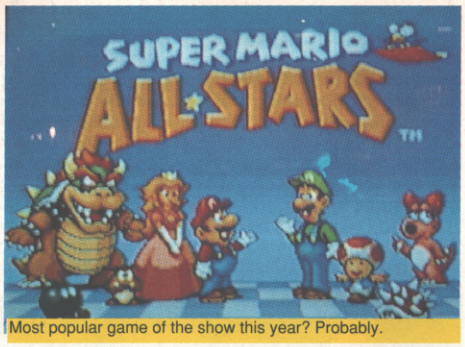
The star of Nintendo's show this year was undoubtedly FX TRAX, the second game to use the amazing Super FX accelerator chip. On show for the first time ever here, it's a 3D racing game that promises to push the SFX even further than its predecessor Starwing. Enhancements have been made to the chip to make it even more powerful, and players will be able to get to grips with it this Christmas. Unfortunately Nintendo were being very secretive about it, and weren't allowing journos to take pictures of the screen as the game's only 40% complete. That didn't stop CVG sneaking back with a few piccies, though.



The chief Goomba from the Super Mario Bros. movie made a guest appearance on Nintendo's stand!

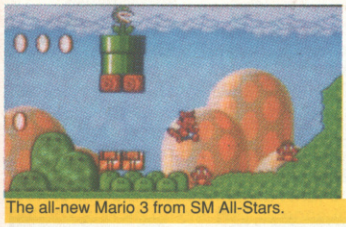
Would you believe that over the last ten years, Nintendo has sold over 100 MILLION Mario games? No, neither would we, but it's true and the company was celebrating in style with the announcement of a whole new range of Mario-related titles. Later in the year, look out for MARIO AND WARIO, a Lemmings-style puzzle game that pits our hero against his latest adversary. After Wario drops a bucket on Mario's head, the Italian plumber has to stumble through 100 perilous levels, guided by a little angel that you control with the new Nintendo mouse. Like MarioPaint, the game comes bundled with the mouse and is released in the US this September. It looks

smart. And if you're a Wario fan and have a Game Boy, you can look forward to WARIO LAND, the third Super Mario game for the Boy, this time casting you as the bad guy – it's out here next year. Nintendo weren't giving out cartridges at the show, but if we could have brought any one game back with us, it would undoubtedly be SUPER MARIO ALL-STARS. "It's a Mario party and everyone's invited" says Nintendo about a game that's already got everyone in the CVG office drooling with excitement. Basically, Super Mario All-Stars is a "greatest hits" compilation of all your favourite Mario games from the NES, upgraded for the Super NES and rolled into one cartridge. After slotting in the cart, choose from the original Super Mario Bros, Super Mario Bros 2 or Super Mario Bros 3 – the games are the same, but the graphics have been updated to 16-bit standards, so they look and sound great for the 90s. And, as a special bonus, the cart also features Super Mario Bros: The Lost Levels, a game that was previously only ever released in the Japan and never available for SNES before. With a battery back-up for all the games like the one used in Mario World, this is really hot stuff, and us CVG nostalgia fans can't wait. Fortunately we won't have to wait long, as it's released in the US next month and here before the end of the year. Yum.



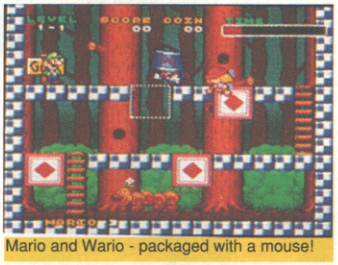
Most popular game of the show this year? Probably.

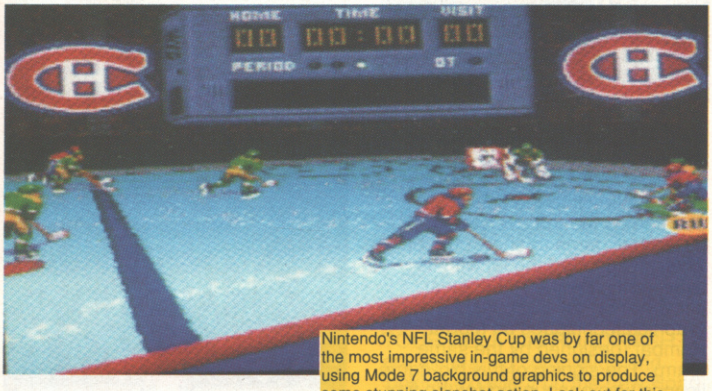
FXTrax is already looking like an SFX stunner.


The all-new Mario 3 from SM All-Stars.

Nintendo was also using the show as a springboard for a whole host of Super Scope games, including the very pretty YOSHI'S SAFARI, a Mode-7 fest that has you, as Mario, riding on Yoshi's back and taking potshots at the baddies that fly towards you over 12 levels. Don't shoot Yoshi! Scope-fans also have BATTLE CLASH II to look forward to, a two-player shoot 'em up with one player using the joypad to play the bad guy.

Other big announcements from Nintendo included the long-awaited arrival of LEGEND OF ZELDA on the Game Boy and a totally new, remodelled NES. Scaled down in size and price, the restyled 8-bit control deck is sleeker, sexier and much smaller – not much bigger than your average NES cartridge, in fact. The new system will retail for as little at $50 (around £30), which should breathe some new life into the old warhorse. Oh, and there's also something called TETRIS 2 coming out for the NES as well. Don't know what that's all about.

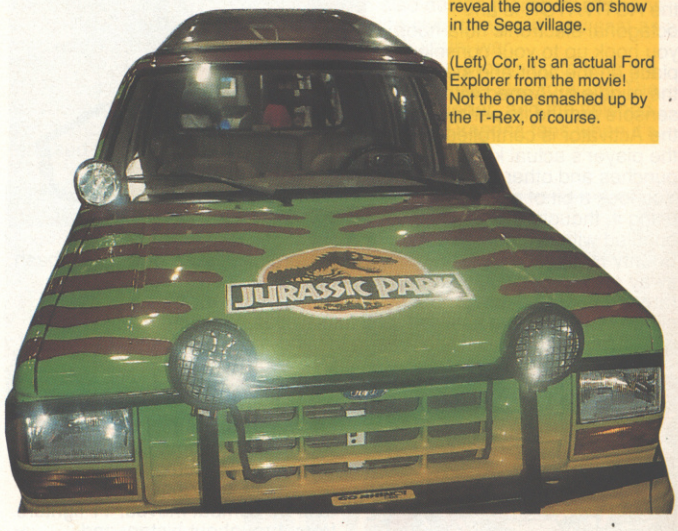

Mario and Wario - packaged with a mouse!



Nintendo's NFL Stanley Cup was by far one of the most impressive in-game devs on display, using Mode 7 background graphics to produce some stunning slapshot action. Look out for this one at the end of the year.

SEGA

If Nintendo's proud of its reputation for having the biggest presence at the CES, it'd better watch out – Sega is hot on its tail. This year's show saw the Sonic team's most elaborate stand yet – to enter it, you had to pass through the gigantic 20-foot wooden gates from Jurassic Park, where one of the movie's Ford Explorer trucks was also parked.



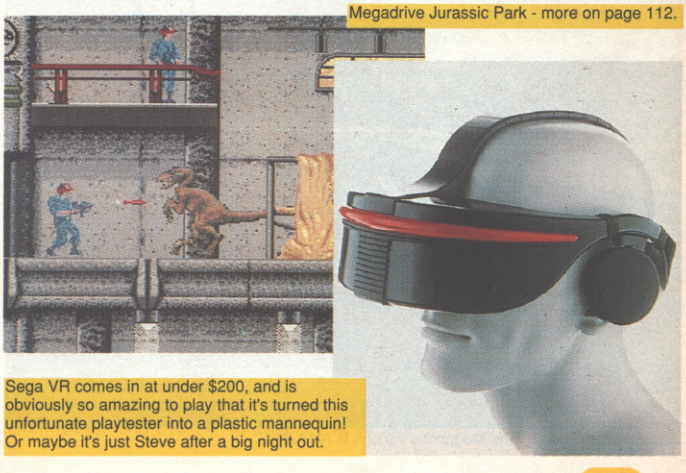
(Above) The giant Jurassic Park gates open up to reveal the goodies on show in the Sega village.

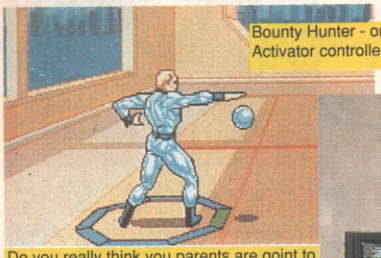
(Left) Cor, it's an actual Ford Explorer from the movie! Not the one smashed up by the T-Rex, of course.

The game, on Megadrive and Mega-CD, was the software centrepiece of the Sega stand – it's totally different to Ocean's Nintendo and floppy versions. On Megadrive it's a side-on platform thing where you can choose to play either Alan Grant or a Velociraptor out to escape from the park, while the Mega-CD is more a graphic adventure type thing.

Sega was showing off all kinds of new products, but by far the most important of them all was the much-hyped Virtual Reality headset for the Megadrive SEGA VR, being shown to the trade for the first time ever here. Set to retail at under $200 (around £130) and featuring 3D sterescopic vision and surround sound, the VR glasses dominated Sega's stand, with a giant video wall and live presentations showing off their capabilities. Due to launch in the US in December, Sega VR comes bundled with a game called Nuclear Rush, in which the player pilots a hovercraft against an army of robots. Three more games – Iron Hammer, Matrix Runner and Outlaw Racing – will also be released to support the system, with even more titles due in '94. "Beyond state-of-the-art or high-tech, Sega VR is new-tech that makes a quantum leap into the highest level of gaming" says Sega, and having seen the prototype headset in action, we reckon they could be right. Look out for the UK launch of the system next year.

Megadrive Jurassic Park - more on page 112.


Sega VR comes in at under $200, and is obviously so amazing to play that it's turned this unfortunate playtester into a plastic mannequin! Or maybe it's just Steve after a big night out.



Bounty Hunter - one of the first games for Sega's bizarre Activator controller.

Do you really think you parents are goint to tolerate this kind of thing in their house?

Sega was also proudly displaying another piece of new Megadrive hardware – the ACTIVATOR is an octagonal electronic hula-hoop you hook up to your console, place on the floor and stand in the middle of. Armed with sensors around its perimeter, the Activator is controlled by the player's actual kicks, punches and other actions. You look a bit of a wally when using it, though. It's coming bundled with two games called Bounty Hunter and Air Drums, a "magic" drumkit that allows you to bash away at thin air to play ear-popping solos. The price? Just $79.99 (around £50) and the good news is that the Activator will work with all old Megadrive games as well, and future titles are being designed specifically with the strange add-on in mind.

Eternal Champions - all 24Megs of it!

One such game is ETERNAL CHAMPIONS, a one-on-one martial arts title that Sega is hyping as its answer to Street Fighter II – and with rumours about CapCom's Champion Edition perhaps never appearing, they'll need one. With over 35 combat moves, 11 fighters from throughout history and features like slow-motion replay all packed into a massive 24Mb cartridge, Eternal Champions is shaping up to be a serious SFII/Mortal Kombat contender. You'll need either a six-button joypad or the new Activator to get the best out of it, though.

The biggest jaw-droppers on the whole Sega stand, though, were two new driving games. The amazing 3D coin-op VIRTUA RACING is coming to the Megadrive, using Sega's new DSP chip (their equivalent of the Super FX) and it looks AMAZING. The early version on show here was almost identical to the arcade original! It's not due out in the US until Christmas, but if the finished version looks anything like the work-in-progress we saw, it'll blow your mind.

Sega's Virtua Racing - the Megadrive version is AMAZING!

And talking of mind-blowing, no-one walked away from the demonstration of Sega's new 32-bit graphics technology for the arcades without being amazed. We're talking supercomputer-quality graphics here, running in a demo of a forthcoming Daytona rallycar race game that looks light years ahead of any graphics currently available in the arcades. You have to see it to believe it, but that might not be until next year.

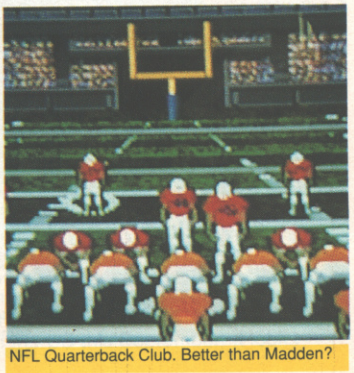
And let's not forget the biggest Sega star of them all, Sonic the Hedgehog. There's no sign of Sonic 3 as yet, but the hero hedgehog IS starring in two new games for Megadrive and Game Gear. On Megadrive there's SONIC SPINBALL, inspired by Sonic 2's Casino world and putting the player through a mix of familiar platform action and arcade pinball fun, while Game Gear owners get SONIC CHAOS which teams up Sonic and Tails once more with two modes of play – you can choose a platform game as Sonic, or become Tails and go flying for some aerial action. Both new Sonics are due out later in the year.

ACCLAIM

The point that Acclaim were making at this year's CES could be summed up in two words – MORTAL KOMBAT. Yes, the game that's (probably) going to be the biggest title of 1993 ruled the roost here, with all formats (including some very impressive Super NES and Game Gear versions) on display, backed up by a 20-ft Mortal Kombat model with smoke coming out of it and a video wall displaying Acclaim's much talked-about TV ad for the game. Check it out when it hits TV screens over here this month – it's awesome. In fact it's so cool that the pose the teenage stars of the advert adopt (basically holding your fists in the the air and screaming "Mortal Kombat" at the top of your voice) has become the latest dance trend in Chicago nightclubs! Trust us, this is going to be big.

NBA Jam on Super NES is looking good.

At the time of the show, the NBA Basketball playoffs were nearing their end, with the local Chicago Bulls making it to the finals. So it seemed as though everyone had a basketball game to show off – but Acclaim scooped the lot with its signing of NBA JAM, the latest Midway coin-op that uses the same graphics techniques as Mortal Kombat (designed by the same team). The signing of this big-name licence was announced for the first time here, but console versions are



NFL Quarterback Club. Better than Madden?

already well underway, on display and looking very nice indeed. Out in the Fall (that's Autumn to you and me).
Continuing the sports theme, Acclaim has also signed up 10 of the NFL's top American Football stars for NFL QUARTERBACK CLUB, hyped as "better than Madden", and announced a new series of WWF tie-ins for every format from Game Boy to Mega-CD – look out for KING OF THE RING (NES, Game Boy), STEEL CAGE CHALLENGE (NES, Game Gear) , SUPERSTARS 2 (Game Boy) and the big one, RAGE IN THE CAGE on Mega-CD, coming your way soon.
Our personal favourite Acclaim tie-in, however, has to be THE ITCHY AND SCRATCHY SHOW. It's the latest in a long line of Simpsons licences, this time centering on the exploits of Bart's favourite cat-and-mouse cartoon team in an ultra-violent spoof of Tom and Jerry. It's still early in development but already looking good, and Game Boy owners get an extra boost with a second game – Itchy and Scratchy Teed Off, a miniature golf sim in which Scratchy (the cat) must complete nine holes before Itchy (the mouse) can take away all of his nine lives.

The Itchy and Scratchy Show (Super NES)

ELECTRONIC ARTS

The Golden Joystick Software House of the Year had plenty of new stuff on show, with the EA Sports range and a host of games for the new 3DO system leading the way.
It was only a matter of time before it happened, but JOHN MADDEN '94 is well and truly on the way. Don't groan just yet though, this is more than just an update of the previous games. The old graphics engine has been torn out and a new one installed to produce a closer, lower-to-the-ground player perspective, giving it a totally different look to the old Madden titles. And, of course, there are loads of new teams, options and an official NFL licence that means you'll be seeing the famous logo everywhere. NHL HOCKEY is also back for '94, this time combining both the major hockey associations (the NHL and NHLPA) for extra teams, tournaments and features. Also included are more realistic fans (ie they get into fights as well as the players) and music digitised from a real hockey arena.

Spooky goings-on in The Haunting.

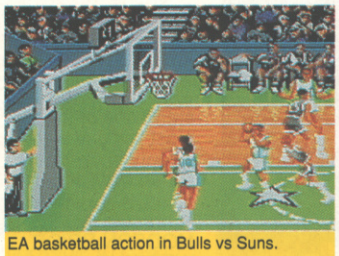
Mutant League Hockey (Megadrive)

Blades of Vengeance (Megadrive)

The next big game for '93, though, is EA SPORTS SOCCER. Can the Americans crack the secret of computer football? Maybe; this game uses a unique 3D isometric viewpoint to convey the action, and on the basis of the trial play that CVG had, it feels as good as it looks. Keep your eyes peeled for more on this one in a future issue.
Aside from the sporting titles, EA took the wraps off THE HAUNTING, a 3D arcade adventure in which the player, as an irritable spook, has to scare the human inhabitants out of his house (a bit like in Beetlejuice), MUTANT LEAGUE HOCKEY, the two-player hack 'em up BLADES OF VENGEANCE and 2020 SUPER BASEBALL, converted from the Neo Geo original. All four are on Megadrive and coming at ya after the Summer.
As one of the major partners in league with the 3DO Company, EA already has a whole line-up of products ready to go for the revolutionary multimedia machine, most of them conversions of old favourites. Games like JOHN MADDEN FOOTBALL, PGA TOUR GOLF and ROAD RASH are all nearing completion and looking excellent (in the new Road Rash, you play a motorcycle courier delivering packages through deadly futuristic cities), along with a trio of original titles such as the 3D space shoot 'em up SHOCKWAVE, the strategic WORLDBUILDERS INC, and TWISTED, a freakish game show simulation. As with most games at CES, you'll see these by Christmas or just after.

EA's 2020 Super Baseball (Megadrive)

It's good to see that, even with all this CD and console stuff in development, EA isn't ignoring the floppy side. Bullfrog's long-awaited SYNDICATE led the way at the show on PC and Amiga, while affiliate label Origin was showing off WING COMMANDER ACADEMY and PRIVATEER on PC. Players get taken through the gruelling paces of the Terran fleet's training program, and can also design their own missions in Academy, while Privateer is a more Elite-style thing with you cast as a mercenary scraping a living off the Human-Kilrathi war.
SHADOWCASTER's another one to look out for, promising to take the 3D RPG genre pioneered by Ultima Underworld one step forward. The 3D routine on display at the show was a real stunner, and the finished game should go down a storm with Dungeons&Dragons fans when it's released this Autumn.


EA basketball action in Bulls vs Suns.

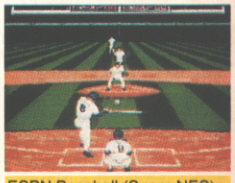
For Chess freaks, Kasaporv's Gambit (PC)

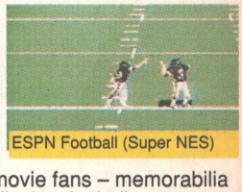
SONY

Check out all those tasty film props on display!

With plenty of big-screen licences tied up for this Summer and beyond, Sony went for a movie motif at the show, erecting a giant 'NOW PLAYING' sign on its stand to create the cinematic atmosphere. And there was no confusion about what was the company's premier product on display – LAST ACTION HERO. Schwarzenegger's Summer blockbuster is previewed exclusively elsewhere in this issue, so we won't go into too much detail here. Better to talk about CLIFFHANGER, another big Summer movie and being brought to all formats by Sony, with the Mega-CD version due to arrive first, this Autumn. Sly's mountaintop adventure is looking particularly good on Megadrive, along with Bram Stoker's DRACULA. Sony also announced that it's signed up the No.1 US TV game show WHEEL OF FORTUNE (a personal appearance by sexy co-host Vanna White almost stopped the show) and the crusty old sci-fi movie JOURNEY TO THE CENTRE OF THE EARTH. Both are due out at the end of the year.
Sports fans will be pleased to hear that Sony has also signed up with ESPN, America's top TV sports channel to bring ESPN BASEBALL TONIGHT and ESPN SUNDAY NIGHT NFL to the Megadrive, Mega-CD and Super NES. ESPN anchorman Chris Berman (the American version of Des Lynam) has been drafted in to appear in and provide the commentary for both games, due at Christmas.

Cliffhanger (Megadrive)


ESPN Baseball (Super NES)


ESPN Football (Super NES)

There was also a special treat at the stand for movie fans – memorabilia collected from Sony's various licences was on display, including costumes from Last Action Hero and Dracula, climbing ropes from Cliffhanger and even a section of the Wheel of Fortune itself!

VIRGIN

Disney's Aladdin is a joy to look at.

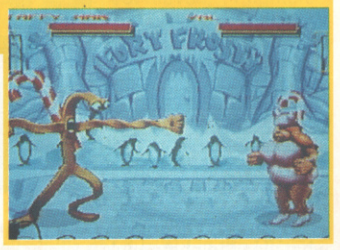
Like Sony with Last Action Hero, one game dominated Virgin's presence at the CES – Disney's ALADDIN for the Megadrive. At a $250,000 breakfast launch hosted by Disney chairman Jeffrey Katzenberg, Virgin announced its signing of the most successful animated movie ever made, which stars Robin Williams as the voice of the genie.

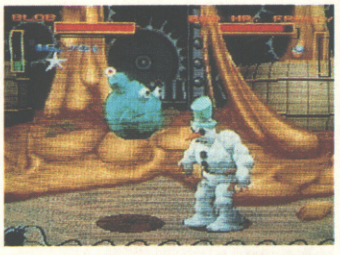
Both movie and game are due to be launched in the UK at the end of the year, and the sneak previews wowed many a passing punter at the stand – the developers have gone to pains to recreate the movie's beautiful animation, and the result looks great.

Other big-name titles on show included another Disney licence in the form of THE JUNGLE BOOK (looks v.nice), the Megadrive version of ROBOCOP VS TERMINATOR and the Sylvester Stallone licence DEMOLITION MAN, the company's first game for the 3DO. Richard Branson stopped by for a few minutes to sample some of the games, and since Virgin has the Cool Spot 7-Up licence, gallons of the fizzy stuff was being given out free, which made the stand one of the most popular with sweaty show-goers. No amount of drink could make us interested in THE MODERN BRIDE WEDDING PLANNER on PC, though. Yawn.

You have to see this stuff to believe it (Megadrive)

INTERPLAY

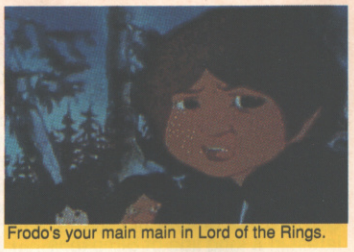




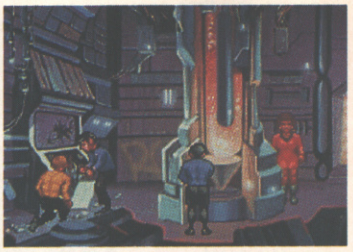
There was plenty being shown off here – so much so, in fact, that the company had two stands, one for the floppy formats and one for the consoles. The jewel in the crown was CLAY FIGHTER, a comical Street Fighter-style beat 'em up using fighter sprites digitised from claymation models – you know, like the ones in the California Raisins ad. Players have to take on a string of baddies, including a fat Opera singer, Elvis and Bad Mr Frosty, a manic snowman. Featuring the largest sprites ever seen in a SNES game (or so Interplay claims), Clay Fighter looks like a dream, but you'll have to wait until Christmas to see how well it plays.

Also on show for SNES fans was CLAYMATES which, as the title suggests, also uses digitised clay animation, this time for a platform romp where the player controls a putty blob capable of changing its shape and THE LORD OF THE RINGS, which uses the Nintendo mouse to move your character around Tolkein's scrolling RPG world. PC bods got to feast their eyes on STAR TREK: JUDGMENT RITES, the sequel to the original 25th Anniversary game featuring eight new missions, and an enhanced CD-ROM version of 25th Anniversary featuring sampled dialogue from William Shatner, Leonard Nimoy and DeForest Kelley. Also looking good was STONEKEEP, the latest in a long line of 3D RPGs in the Ultima Underworld style. It sounds a treat – and looks good, too.

Skeletal scares in Stonekeep (PC)



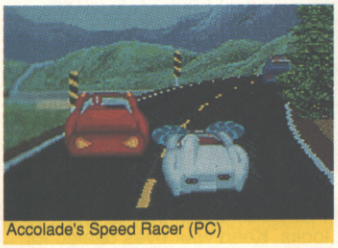
Frodo's your main main in Lord of the Rings.



Star Trek 2: Judgment Rites (PC)

ACCOLADE

A very sporty feel over at Planet Accolade – well, the company has just signed up a galaxy of top sporting stars, after all. Top of the list is Brazilian footballing legend PELE, who's lent his name to Accolade's new soccer sim and even made a quick appearance on the Accolade stand to sign autographs. What a guy! The game's not looking bad either, using a similar isometric viewpoint to EA Soccer and featuring 40 European and Latin American clubs, including Pele's invincible 1962 Brazilian World Cup side. Pele apparently helped design the game (hmm), and pops up during play as the coach. Megadrive and Super NES versions will be available for Christmas, Accolade reckons.



Accolade's Speed Racer (PC)

Brett Hull Hockey (Super NES)

Yet more hockey action is due in the Autumn courtesy of BRET HULL HOCKEY on the SNES and Megadrive, which uses an impressive-looking "behind the player" 3D view, and the company has also signed up the NBA's most valuable player, Charles Barkley of the Phoenix Suns, to a multi-product deal, so expect plenty of Barkley-endorsed Basketball games to start arriving at the end of the year. There was also plenty of BUBSY-related activity. Accolade is hyping its feline superhero hard, and not only unveiled the Megadrive version of the game (basically a carbon copy of the SNES), but also announced that Bubsy is soon to appear in his own TV cartoon special in the US. The Bubsy Bobcat show gets its first airing over Thanksgiving Day weekend, but will it be coming over here? Keep watching that screen...

SPECTRUM HOLOBYTE

Spectrum HoloByte's a name that might not be familiar to you if you're not a flight sim fan, but all that's about to change as the company revealed a string of console titles for 93. Top of the pile is the long-awaited STAR TREK: THE NEXT GENERATION licence, due to appear on Super NES, PC, 3DO and, although it wasn't on show, for Virtual Reality. SNES, PC and 3DO versions all looked great, but don't expect them all to be the same type of game – each version has been designed to suit the system, so PC and 3DO versions, for example, are a bit more adventurey than the Super NES. You'll have to wait a little longer for those versions, too – SNES is due at Christmas, but PC and 3DO won't appear until the new year.

Star Trek took up the vast majority of Spectrum HoloByte's time and space, but the company still had time to announce that it's picked up the US console rights to Renegade's The Chaos Engine, which will appear on Megadrive and Super NES under the new name of Soldiers of Fortune.

CAPCOM

Fancy a Street Fighter set-up like this in your bedroom?

STREET FIGHTER II! Yep, that was what it was all about over at Capcom. A 15-foot video wall was at the centre of the action, where both SFII SPECIAL CHAMPION EDITION for the Megadrive and SFII TURBO for Super NES got their first public showing. Having seen it in action, we can finally confirm that Megadrive SFII looks AMAZING – as good as, if not better than, the SNES original; it's certainly faster. The game's impressive performance is all down to the cartridge's memory – this is the world's first 24-Mb cart! SFIISCE is due for a stateside release in September, but there's still no word of a UK launch date.

As for Turbo (or Hyper Fighting as it's otherwise known), well, there's not much to tell. Yes, you do get to play the bosses like in Champion Edition. Yes, it is faster. Oh, and the characters now have extra special moves, like a Chuni-Li fireball and Dhalsim's new disappearing act. No word on a British release date yet, but import copies should start filtering through from the US and Japan later this Summer.

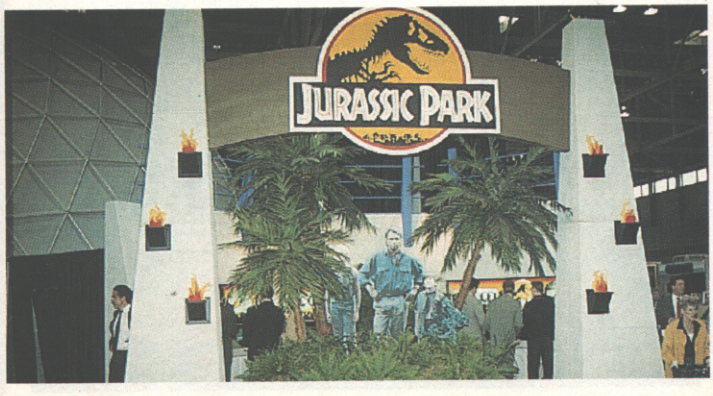
Who's that playing Clay Fighter? Why, it's Elvis himself!

But Ryu and Ken didn't dominate things completely. Capcom had a few more tricks up its sleeve for the show, including their version of Disney's ALADDIN (see Virgin), and a new conversion of the world-beating rolegame EYE OF THE BEHOLDER, both on Super NES. The latest Mega Man game (MEGA MAN X) and another Disney licence based around Goofy called GOOF TROOP are also on their way.

OCEAN

A relatively quiet show for the marvels from Manchester, although a few new licences and a couple of original lovelies were on display. The biggest name here was DENNIS THE MENACE, a SNES adaptation of the big John Hughes movie for Summer starring Walter Matthau and an annoying little brat who looks like Macaulay Culkin. This Dennis isn't based on the famous Beano strip, however, but the watered-down American cartoon series. From what we know of the game it's a platform type thing due out shortly after the movie, but it's still early in development so there's not much else to know.

JURASSIC PARK on Nintendo formats was there, of course, on a separate stand decorated with jungle shrubbery and recorded dinosaur sounds to add atmosphere. Also showing for the first time were the new SNES and NES versions of THE UNTOUCHABLES movie licence, which is getting on a bit on the original floppy formats, but Ocean obviously thinks there's life in the old dog yet. Look out for this one in Autumn. And, for those willing to make the trek over to Ocean's luxury hotel on East Wacker Drive, the Digital Image Design team were giving sneak previews of their two top PC and Amiga titles for '93, THX and INFERNO, the sort-of sequels to F-29 Retaliator and Epic. Using the latest 3D techniques, both games look like they're shaping up to be something special. And the free dry roasted peanuts were great too.



KONAMI

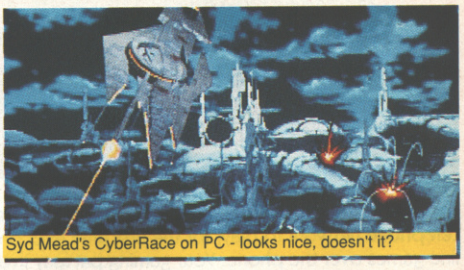
The world's biggest publisher of Nintendo games had bundles of new titles in action here, the biggest being the coming-soon conversions of the ultra-violent cop coin-op LETHAL ENFORCERS for Megadrive and Mega-CD. The game is to come packaged with a dedicated photon-firing revolver like the ones in the arcade, so a price has still to be decided. It's out in November.

Another real show-stopper was ZOMBIES ATE MY NEIGHBOURS, a comic-book shoot 'em up romp through the world of B-movie horror by LucasArts that Konami has just picked up the rights to. Word of mouth on this one is hot Hot HOT, but the name of the game is likely to be changed for its UK release, so keep your eyes on CVG for details. SUNSET RIDERS, already a hit on Megadrive, is also due on SNES in November.

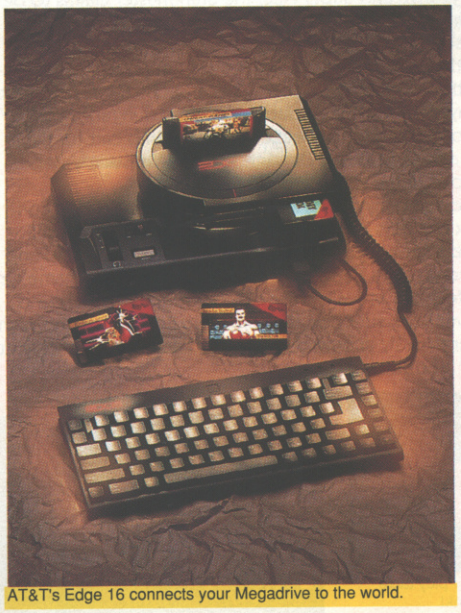
And finally, Konami will be ringing in the new year with TEENAGE MUTANT HERO TURTLES TOURNAMENT FIGHTERS for Megadrive, in which the heroes in a half-shell square off in a Street Fighter II-style beat 'em up along with other characters from the once-popular-but-now-quite-naff comic. Looks good. Watch out for it.

AND THE REST...

There was so much stuff at CES, it's impossible to cover absolutely everything, but it seems a shame to leave anything out, so here's a quick mention of the best of the rest on show. Taito has revamped one of its classic coin-ops and you can expect to see SUPER CHASE HQ on Super NES next year... appearing at Christmas on the Sega Sports label will be GREATEST HEAVYWEIGHTS, a boxing sim featuring digital versions of Muhammad Ali, Rocky Marciano, Jack Dempsey, Evander Holyfield and more... would you believe it? Namco has brought together two of the most famous games of all time in PAC-ATTACK, which combines elements of PacMan and Tetris to create a surreal puzzle game, while PAC-MAN 2, also on SNES, is an "interactive cartoon" with the original arcade game built in...

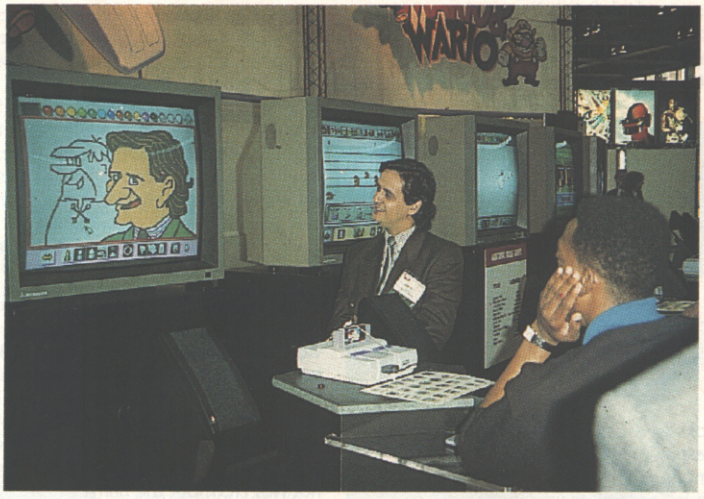

Syd Mead's CyberRace on PC - looks nice, doesn't it?

Cyberdreams has now nearly completed work on the futuristic driving sim CYBER-RACE, and has announced that DARKSEED 2 will be out next year... Tecmagic is bringing both SYLVESTER AND TWEETY and THE PINK PANTHER to Sega and Nintendo in two new cartoon adventures... WAYNE'S WORLD is on its way to the PC courtesy of Capstone... and the Game Boy version of STAR TREK: THE NEXT GENERATION from Absolute Software looks like a winner...


AT&T's Edge 16 connects your Megadrive to the world.

FUNNIEST game of the show? The honours have to go to – wait until you hear this – TERMINATOR 2: CHESS WARS, coming soon on PC. Yes! "Terminator is back... in a deadly game of Chess!" blurts the press release, and it was all we could do to stop ourselves laughing. It's like futuristic Battle Chess, with the humans as the white pieces and Skynet's robotic killing machines as black. Whenever a piece takes another, there's a little animation when you see the ousted character being blown away. What next? Predator Backgammon?

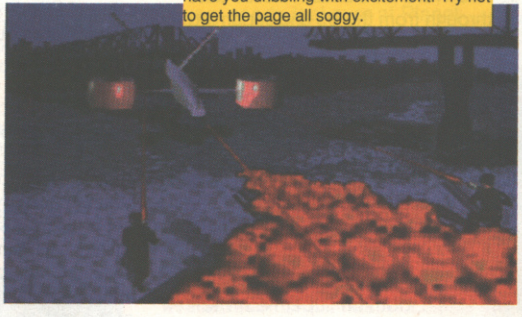
AMERICAN communications giant AT&T (the US equivalent of British Telecom) was at the show to launch its innovative Megadrive add-on. Called simply EDGE 16, it's a black box that plugs into the top of the console and can have cards inserted into it to save out your game or player status – you could build up your favourite John Madden team, save it out to a card and take it round to a mate's house. Electronic Arts, Tengen and MicroProse are among the companies developing Edge-compatible games.

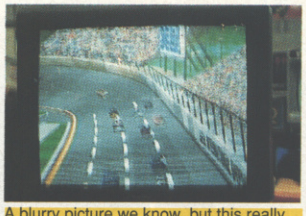


Toejam and Earl 2 (Megadrive) wowed most CES visitors - let's just hope it's better than the first one.

Tecmagik's Pink Panther licence features all the original Henry Mancini music, and some top animation besides. Look out for this and Sylvester and Tweety after the Summer.

(Above) Just for a laugh, Nintendo hired some top GFX artists to draw caricatures of people on Mario Paint. Ho ho! (Below) A couple of scenes from Terminator 2: Chess Wars that no doubt have you dribbling with excitement. Try not to get the page all soggy.





A blurry picture we know, but this really does have to be seen to be believed. Sega' s new 32-bit coin-op technology is supercomputer-quality, and we can't wait to pump some pennies into it!

Better yet, Edge 16 also allows players to plug their Megadrives into the telephone network to play, for the first time ever on console, multi-player on-line games over the phone. Your gaming pal may live on the other side of the city, but now you can take him on at Street Fighter II without either of you leaving the house! Obviously the system only works with the American phone network and there are, as yet, no plans to bring Edge 16 to the UK, but it's a nice glimpse of the future all the same.

SEGA'S new VR headset may have stolen the show, but it wasn't the only Virtual Reality system on display there. You've probably never heard of VictorMaxx before, but you will do soon if their STUNTMASTER helmet takes off. Compatible with Megadrive and Super NES, the Stuntmaster claims to be compatible with all existing Sega and Nintendo software, simply taking the place of your regular TV screen like Sega VR does.

IT'S ALWAYS nice to see that the all-time classics are alive and well. Tengen is bringing GAUNTLET 4 to the Megadrive, so called because it's the first game to make use of Sega's 4-player 'TAP' joypad adaptor. 90 new dungeons based on the seminal 80s coin-op have been squeezed into this 8Mb cart for the Warrior, Wizard, Valkyrie and Elf to battle through. No UK release as yet, but expect to see import copies in the shops around September.

REMEMBER Activision? The company responsible for some of the classic console games from the dark old days of the Atari VCS is back with Super NES updates of three of its best-known golden oldies. RIVER RAID, KABOOM! and PITFALL HARRY are all lined up for a US release this Winter, with each game getting its fair share of new features as well as the obvious graphics and sound upgrades. The all-new River Raid, subtitled Mission of No Return, features night missions where the player must fly and hit targets using infra-red vision only, for example. Sounds a bit of a hoot to us.

DISNEY'S BEAUTY AND THE BEAST is on its way to the Super NES courtesy of Hudson Soft (SunSoft is doing the Megadrive version), along with conversions of INSPECTOR GADGET, SUPER BOMBERMAN (including a four-player joypad adaptor) and DIG & SPIKE, a beach Volleyball sim. Most exciting title at the stand, though, was VIRTUAL SOCCER, a 3D footy sim put together for Hudson by Probe Software which is looking very smart indeed. We'll be hassling Fergus McGovern, Probe's MD, for a quick butchers soon.

MAKE ANY controller into the ultimate weapon! That's what Tyco's POWER PLUG claims to be able to do – plug this little baby in between your console (Super NES, Megadrive or NES) and joypad, and you can completely reprogram the controls of any game to suit yourself. It's perfect for games like SFII, where the complex special moves can be programmed in and then executed with a single button press. There's also a 'power steering' mode for more precise control of games like Super MarioKart. The Power Plug goes on sale in the US this Summer at around $40 (around £25), but there are no offical plans for a European launch yet. Pick one up on import, why not?

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Hudson's Virtual Soccer (Super NES)

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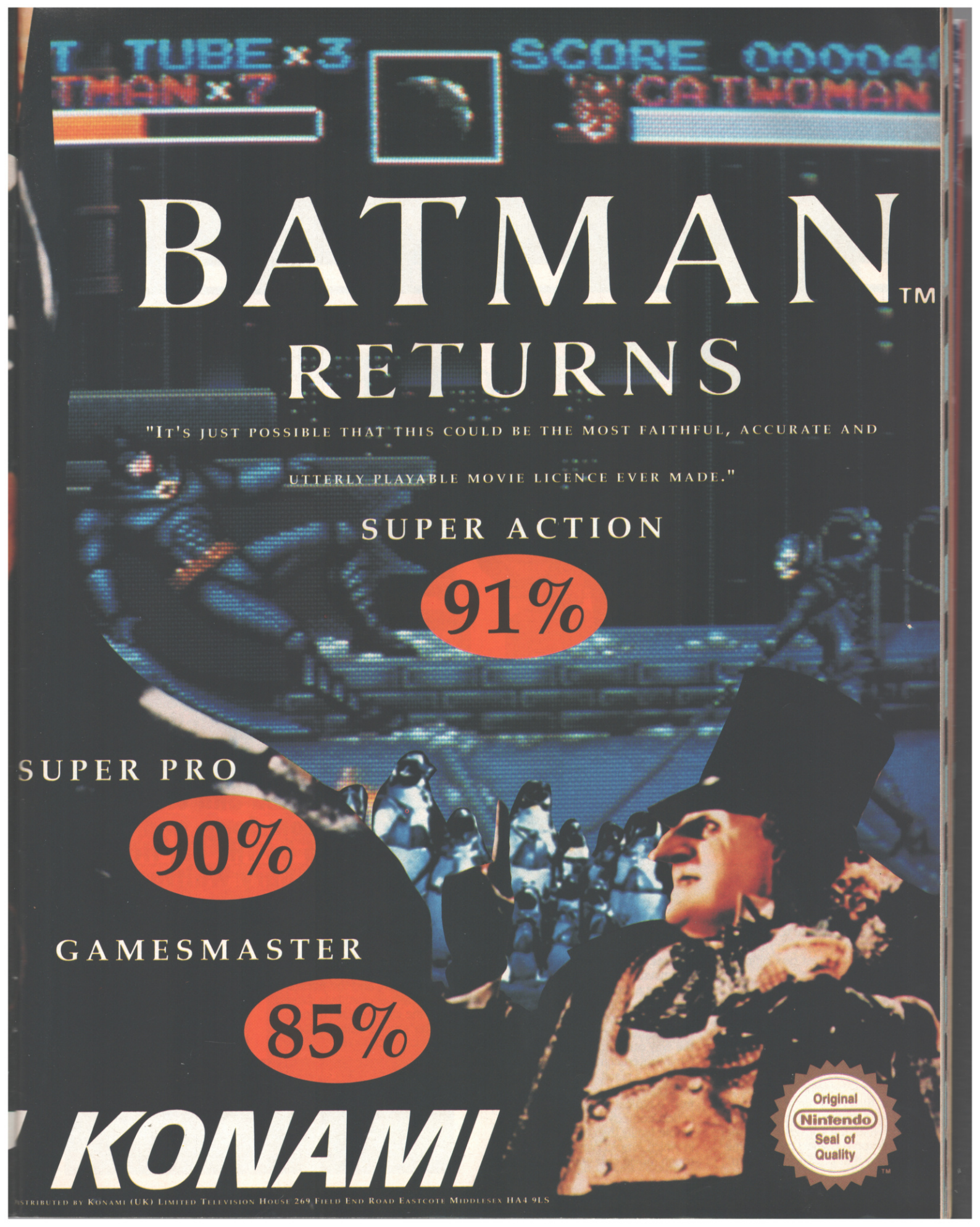
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(Top left to right) A selection of top action scenes from the movie and the multi-level Super NES version.

LAST ACTION HERO

CVG WORLD EXCLUSIVE

Dinosaurs might be big box-office at the moment, but there's only one REAL giant in Hollywood. Arnold Schwarzenegger's new blockbuster Last Action Hero is coming to cinema and videogame screens from Sony, and it's shaping up to be THE big ticket for Christmas. Gary Whitta goes behind the scenes...

DID SOMEONE SAY... *ACTION?*

"Big mistake..."
So goes Arnold Schwarzenegger's catchphrase as movie tough-guy Jack Slater in Last Action Hero, the Austrian Oak's latest box-office biggie. Even despite Steven Spielberg and those dinosaurs of his, Last Action Hero has been a huge success in the US, where it opened last month, and looks set to do the same when it breaks here on July 30. Never one to miss out on a good thing, Sony Imagesoft is bringing the movie to no less than NINE game formats in time for Christmas. Of course, it helps when the software publisher in question is owned by the same company that produced the film...

Die-hard Arnie fans expecting a no-holds barred shoot 'em up in traditional Arnie style might be in for a shock, however. Our Arnold, you see, has ditched his old "Terminator" image and has become a more caring, sharing guy for the 90s, mainly because Hollywood research has revealed that 18-rated action movies are on the way out, and old-fashioned family entertainment is coming back. As a result, Last Action Hero isn't quite what you might expect from a typical Arnie romp. It's an action-comedy aimed more at the whole family than hardened adults in which Arnold plays Jack Slater, a tough movie cop who wows audiences with gory films like Jack Slater III and Jack Slater IV. Young cinema-goer Danny Madigan is his number one fan, and the fun starts when Danny is accidentally sucked through the cinema screen and into Slater's make-believe world by a magic movie ticket.

TO BE OR NOT TO BE

After teaming up with Slater, Danny has a great time in the movie world, meeting all his fictional heroes (including a cartoon cat

Arnie kicks butt in the Mega-CD version of Last Action Hero. Note that the bad characters can carry guns, but Slater has to rely on his fists and feet.

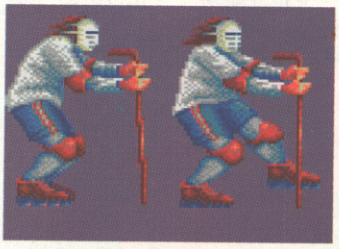
Two of the game's more fearsome characters, the hockey player and The Ripper (who plays a major part in the movie as an axe-wielding maniac) shake their funky stuff in Mega-CD LAH (that's Last Action Hero to you).

Digitised scenes from the movie link the beat'em-up levels together. This sequence is taken from the magical Pandora Theatre, from where Danny is blasted into Slater's world.

In the final version of this Silicon Graphics-produced sequence, the cinema screen will be used to suck the player in to the action - it's only blank on this work-in-progress version.

detective and even the T-1000 from Terminator 2) but slips up when he lets the magic ticket fall into the hands of the movie world's drug-dealing bad guy, who uses it to break out into the real world with all his criminal henchmen. To track them down, Slater (led by Danny) has to follow them into reality, where the rules are very different to those in his world – it hurts when you try to punch out a car window, for a start. And for once, the bad guys can win...

Sporting an all-star cast (everyone from Anthony Quinn to Tina Turner is in there somewhere) and one of



the biggest action budgets ever, Last Action Hero should be more than capable of slugging it out with Jurassic Park at the box office this Summer. The only question is, are we ready to wave goodbye to the old Arnie and accept the new, caffeine-free, biodegradable, not-quite-as-rough-and-tough version?

THE GAME

"Last Action Hero is ideally suited to conversion to a computer game," says Steve Riding, the man in charge of the Mega-CD version. "The film contains all the classic elements necessary in a console game – a strong main character, wall-to-wall action and a sense of fun all the way throughout." Steve is the game's producer at Psygnosis, which was recently bought by Sony and has been working on Mega-CD Last Action Hero for the last three months.

Of the nine versions of LAH in production (Mega-CD, Megadrive, Super NES, NES, Master System, Game Boy, Game Gear, Amiga and PC), the Mega-CD is probably the most important; not only is it the hottest format on both sides of the Atlantic right now, but its motion video power makes it ideal for a movie adaptation like this. After careful consideration, Steve and his 11-man team decided to turn the movie into a simultaneous two-player beat 'em up in the Final Fight/Streets Of Rage vein. Once you've selected your hero from a choice of three at the start (you

can be Slater himself, his daughter Whitney or the cartoon Cat detective), your job is to bash your way through six scrolling levels, each based around a scene from the movie (you start off busting crooks in the movie world and finish up in the real world at the premiere of Slater's new movie) and packed with familiar bad guys. A special baddy to beat is found at the end of each stage, and each one is taken directly from the movie because there's so many of them. And, of course, the action is introduced and broken down by motion-video sequences taken directly from the movie.

Actually, due to the limitations on film footage available, the Psygnosis team generated some scenes themselves using powerful Silicon Graphics systems – the same computers that created the dinosaurs for Jurassic Park. "I believe that for the first time the movie people are beginning to realise the potential for the interactive version of the movie, especially with advances in CD technology," says Steve. "The player feels that he is actually taking the part of one of the players in the story. What more could you ask for in your entertainment?"

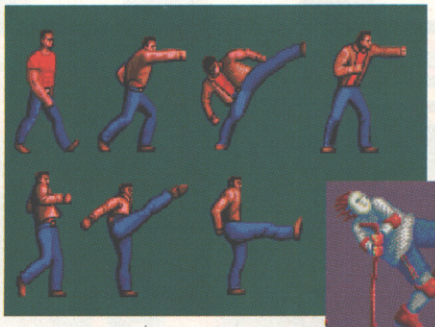
An LAH bad guy goes through the motions.

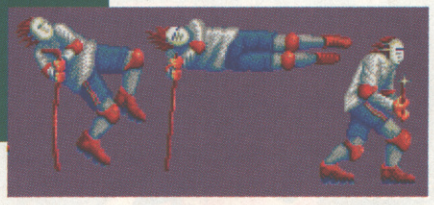
NO GUNS!

So, that all sounds simple enough. But adapting a movie, especially one as big as Last Action Hero, is never easy. Just like Jurassic Park, the movie has been kept top secret during its production, which means that the game's developers weren't even allowed to see the film itself until earlier this month. Before that, they had to work from copies of the script, still photographs and selected footage.

Arnie's decision to change his tough-guy image hasn't helped much either. So, although Jack Slater wields a variety of guns in the movie, he isn't allowed to in any of the merchandise products. That includes things like plastic toys and, of course, the games.

"We've had to design the game around the premise that Slater does not use a gun or any projectile weapon throughout the game," explains Steve. "Mr Schwarzenegger feels that if children are constantly subjected to these violent images on the screen, they will identify with the violence and project it through to their real lives. It is arguable how much truth is in this, but we can't argue with the sentiments. And it didn't present us with any major problems."





(Left) An early version of Jack Slater in action. (Below) Killer hockey sprites!

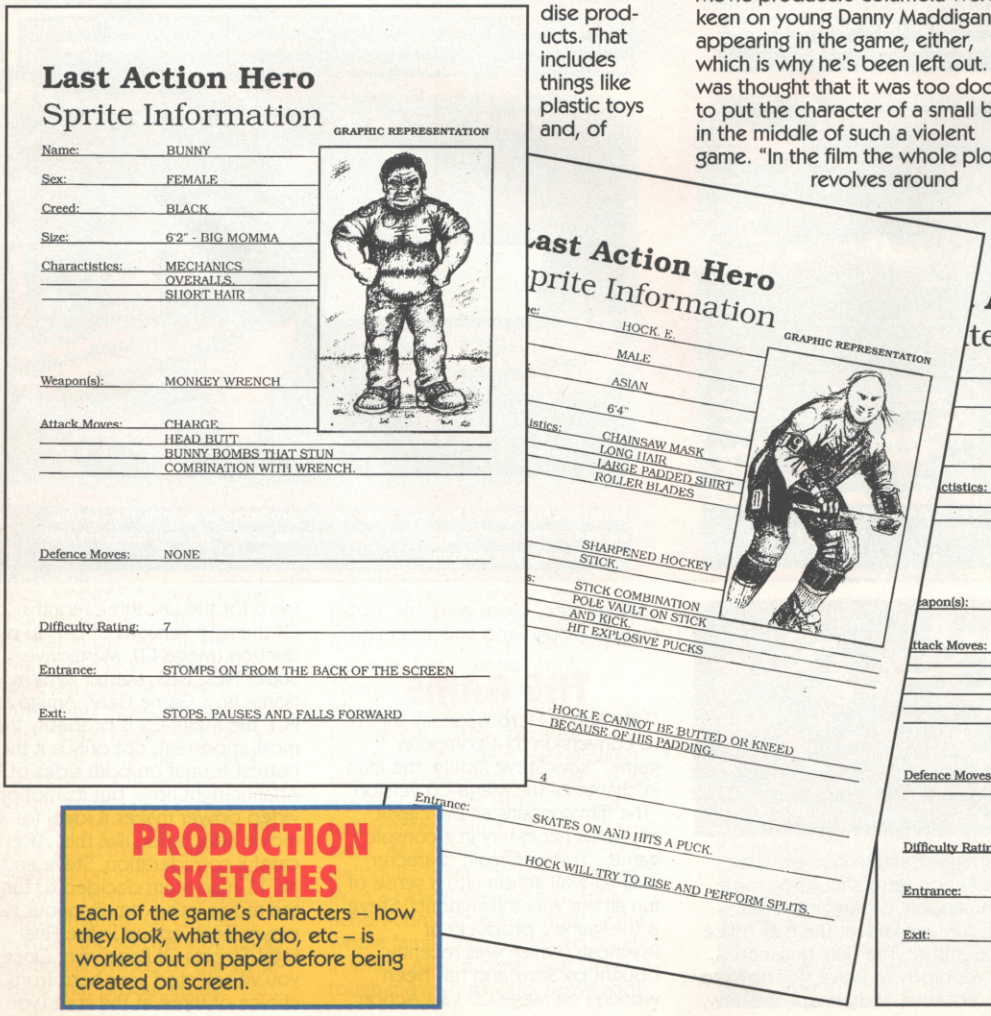
NO KIDS!

Movie producers Columbia weren't keen on young Danny Maddigan appearing in the game, either, which is why he's been left out. It was thought that it was too dodgy to put the character of a small boy in the middle of such a violent game. "In the film the whole plot revolves around Danny's obsession with movies and the Slater character in particular," says Steve. "So the player of the game takes a step back and assumes the part of Danny as he controls Slater or the other movie characters through the game itself." Clever, clever.

AND THE REST

Most other versions of Last Action Hero are being handled by developers BITS, who have opted for a more traditional multi-level romp featuring beat 'em up, driving and shooting sections. All the stuff about Arnie not carrying guns still applies though, but don't worry because most Arnie games to date have been crap anyway, and this is probably just what we need, a bit of a change of pace. Amiga and PC versions ARE on their way, floppy fans, so you needn't fret, it's just that... erm... we don't know very much about them, that's all. Mind you, neither did Sony when we phoned them up, so that's all right then.

Don't fear the Ripper!



Last Action Hero
Sprite Information

GRAPHIC REPRESENTATION

Name: BUNNY
Sex: FEMALE
Creed: BLACK
Size: 6'2" - BIG MOMMA
Charactistics: MECHANICS OVERALLS. SHORT HAIR
Weapon(s): MONKEY WRENCH
Attack Moves: CHARGE. HEAD BUTT. BUNNY BOMBS THAT STUN. COMBINATION WITH WRENCH.
Defence Moves: NONE
Difficulty Rating: 7
Entrance: STOMPS ON FROM THE BACK OF THE SCREEN
Exit: STOPS, PAUSES AND FALLS FORWARD

ast Action Hero
prite Information

GRAPHIC REPRESENTATION

e: HOCK. E.
MALE
ASIAN
6'4"
istics: CHAINSAW MASK. LONG HAIR. LARGE PADDED SHIRT. ROLLER BLADES
SHARPENED HOCKEY STICK.
s: STICK COMBINATION. POLE VAULT ON STICK AND KICK. HIT EXPLOSIVE PUCKS
HOCK E CANNOT BE BUTTED OR KNEED BECAUSE OF HIS PADDING.
4
Entrance: SKATES ON AND HITS A PUCK.
HOCK WILL TRY TO RISE AND PERFORM SPLITS.

Action Hero
te Information

GRAPHIC REPRESENTATION

TONI
MALE
WHITE
6'6"
ctistics: DESIGNER SUIT. SHADES. COOL, BUT DEADLY
apon(s): NONE
ttack Moves: FULL NELSON. PUNCH COMBINATION. KICK COMBINATION. PICK SLATER UP BY THE THROAT AND THROW HIM AT THE NEAREST WALL.
Defence Moves: IF SLATER TRIES TO KICK TONI HE WILL GRAB SLATERS FOOT AND KICK HIM.
Difficulty Rating: 6
Entrance: STROLLS OUT OF THE LIFT AND SIZES UP SLATER
Exit: FLIES BACK AND HITS THE FLOOR

PRODUCTION SKETCHES

Each of the game's characters – how they look, what they do, etc – is worked out on paper before being created on screen.

PUGSLEY'S SCAVENGER HUNT

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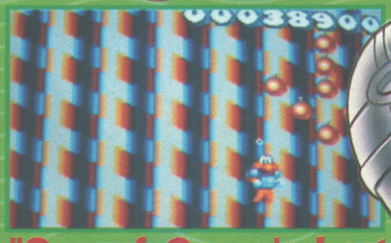

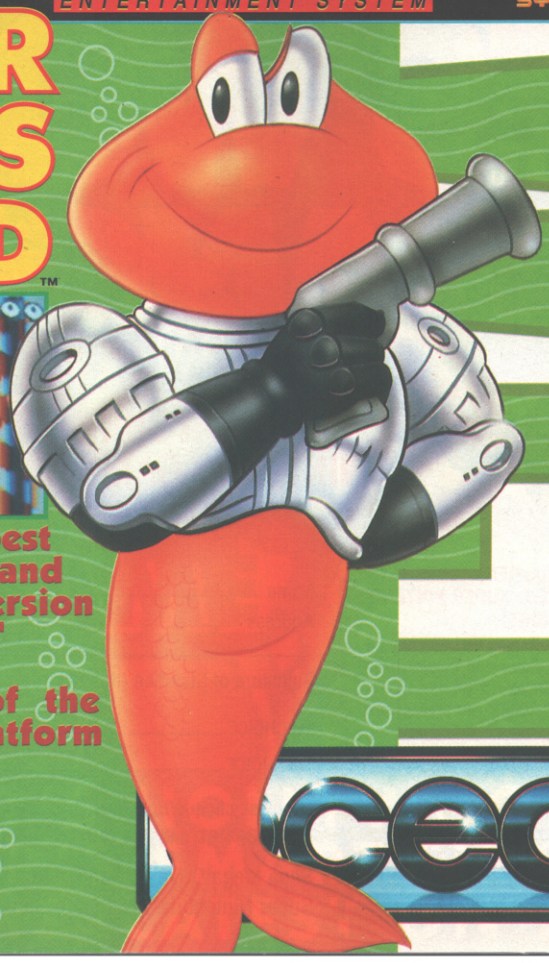

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MEGA CD

A CVG FEATURE ON THE FUTURE OF GAMES

CD GAMES SPECIAL

MEGA CD

CDI

PC-CD

3DO

WE LOOK AT :

JURASSIC PARK
7th GUEST
DEMOLITION MAN
ROAD RASH
PGA GOLF
and more!

3DO- FIRST GAME SHOTS

CDI – IT'S HOLLYWOOD AT LAST!
PIONEER'S SMART NEW CONSOLE
ALL THE LATEST ON MEGA-CD!

Alright, then – just what exactly IS 3DO? Why are some of the biggest corporations in the world so interested in it? And how is it going to change the face of video gaming as we know it? Fresh from the CES, Gary Whitta has all the answers...

T
C

Everyone tells us that CD is the future of gaming, but after all these years we're still waiting. Why? Because there's so much confusion between systems and every new machine is said to be the new 'standard'. So many companies have their own version – there's CD-ROM, CD-I, Mega-CD, CDTV – each jostling to be the king of the hill. There's just so many of them and it's always confusing knowing which one you should buy. It's like the olden days of video, when you had VHS, Betamax and V-2000 all on the market, but it took a while before VHS finally emerged as the top boy and the rest died away.

That's what The 3DO Company is trying to do – become the VHS of CD gaming, the industry standard that outdoes everything else and resigns them to the dustbin of history, along with the Oric Atmos, ZX Spectrum and everything Alan Sugar's ever done. So what IS it, then?

Right, this is how it works. Trip Hawkins, who founded Electronic Arts and is generally regarded as a man with one of the biggest thingies in the industry shower rooms, left EA in 1990 to form 3DO, a small research company with big ideas about the future of games and what they call "interactive media." Enlisting members of the same team that designed machines like the Amiga and Apple Macintosh, Trip gave them a simple brief – build the ultimate home entertainment machine. Three years later, it looks like that's just what they did, and 3DO are about the hottest three syllables in the industry today.

3DO designed the home system – known as the Interactive Multiplayer – but it doesn't build or sell them. Having set their standard for interactive CD, they then licence the technology out to their partner companies. Panasonic, Sanyo and US telephone giant AT&T will all be producing their own version of the 3DO machine, adding their own wrinkles to 3DO's cast-iron specifications.

Everyone, it seems, is into 3DO. As well as the big hardware corporations, 3DO is also working with MCA Universal Studios, Time Warner and Electronic Arts, three of the biggest-known entertainment firms in the world. Add to that another 302 companies who have all signed deals to write software for the machine (including big names like Psygnosis, Interplay, Core Design, Renegade, US Gold, Ocean and Virgin) and you have a VERY big games explosion waiting to happen.

When a new games system or any piece of hardware is released, it needs software to back it up, and that's where the vicious circle starts – no-one will buy a machine until they have something to play on it,

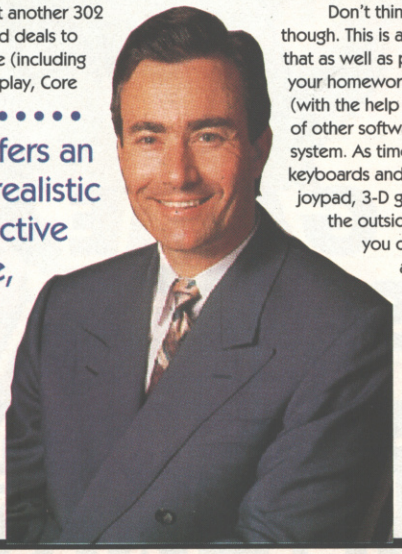
and it's difficult to convince software houses to write for the machine unless they're sure people will buy it. 3DO seems to have no trouble here, though – already there are 91 titles in development for the Interactive Multiplayer, with at least ten due to be released at the same time as the machine.

Don't think of 3DO just as a games machine, though. This is a multimedia machine, which means that as well as play games, you'll be able to do your homework (yawn), play music, watch movies (with the help of a plug-in card) and run all kinds of other software all through the same basic system. As time goes by there'll be add-ons, like keyboards and mice to go along with the basic joypad, 3-D glasses, modems to connect you to the outside world and MIDI connectors so you can hook up synthesizers, drumkits and whatever else takes your fancy.

It's worth noting, though, that of all the 91 titles in development for the 3DO, there are more games than any other type of software – there's a proper look at some of the hottest titles over the page.

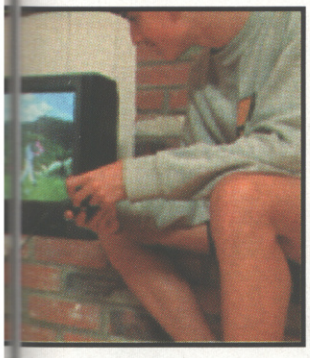
It's easy to waffle on and make the 3DO sound impressive, but the best advertisement for the machine

"3DO offers an incredibly realistic interactive experience, different from anything else on the market."
- Trip Hawkins



THREE DEE OH!

is the machine itself. It's a nondescript black box no bigger than a regular CD player (software comes on regular CDs, in case you were wondering), but has enough top-of-the-line sound and video hardware inside to knock your socks off six times over. We're talking about a machine that has more colours and a higher resolution than a regular TV (which means graphics that are even better than the real thing), a 32-bit RISC processor faster than any other machine in the shops, CD-quality sound and a CD-ROM player that can access the disc twice as fast as any other system, which means no more annoying waits or "gaps" in gameplay, like those seen in the old Laservision games or in some Mega-CD software. The result of all this high-level tech talk is a machine that's more impressive to look at and listen to than anything else ever seen. At the CES show in Chicago last month it was seen running real games for the first time (not just demonstration graphics), and everybody who saw any of the 35 titles on display there was gobsmacked. We're talking seriously good stuff here.

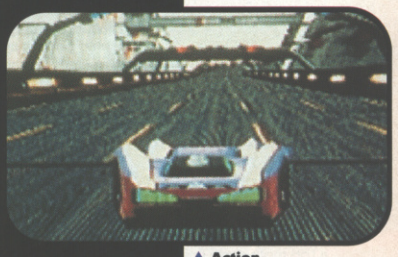


The first version of 3DO's Interactive Multiplayer – the Panasonic one pictured here, known as R.E.A.L – is due to be released in the US in October at around $700 (about £450), which sounds a lot, but but bear in mind that 3DO is selling this machine not just as a new games console, but a totally new kind of home hardware, like a TV, video or Hi-Fi. Will people take to it? Who can tell? Trying to get people to buy a whole new kind of system is always tricky – it certainly hasn't worked with any of the CD-i systems already on the market. The thing about 3DO is that it's SO sexy, and there are SO many huge companies working with it that it's almost impossible to imagine it failing. Us Brits will get the chance to see it in early 1994, when the first PAL versions of 3DO are released in the UK.

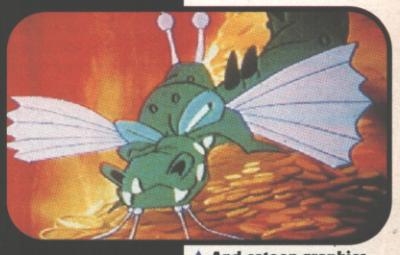
WHAT A LOT IT'S GOT!

If you're wondering what makes the 3DO able to do such sexy things with its software, it's not just down to its hard 32-bit central processor. It also carries what the company calls Cinematic Software Tools – basically a set of custom chips that allows the machine to come up with magical graphic effects. WARPING is a tool that automatically renders objects in 3D space – simply define an object and 3DO can bend, twist, shrink and stretch it any way the programmer wants, without having to fiddle with complex rendering software for days on end. It's much easier to produce complex and impressive effects with 3DO, so you'll be seeing more of them here than on other systems. TRANSPARENCY is another automatic tool that makes solid images look as though they're made of glass, along with rippling water, fire, cloud and fog effects. There's also a whole set of LIGHTING effects enabling developers to create light-sourced, ray-traced objects and game worlds in minutes instead of months for a real-world feel and a TEXTURE-MAP tool that, like Nintendo's Super FX, can take two-dimensional images and wrap them around 3D shapes, like cubes or even entire buildings. The point of all this technical malarkey is that, with a lot of the programming donkey-work taken care of by the machine, the programmer can concentrate on writing better games. And we say three cheers to that!

▲ Education...



▲ Action..



▲ And catoon graphics.

THE GAMES

The 3DO Company says that its Interactive Multiplayer won't be just for games, and they may be right, but in the meantime there are more games in development for the machine than any other kind of software. That means mucho 3DO gaming excellence to the max come 1994. Let's take a look at some of the hottest dishes in the 3DO software kitchen...

MAD DOG McCREE

The unlikely arcade hit from American Laser Games is currently being converted to most home CD formats, but the word on the street is that the 3DO version is tops. It's a wild west shooty game that takes the player through all the typical western scenes (the saloon, bank, stables and the main street shoot-out) against bandits, desperadoes and red injuns to free the town from Mad Dog's evil grip. 3DO's built-in full-motion video skills (30 frames per second) are being used to translate the game almost perfectly from the laserdisc original.

TOTAL ECLIPSE

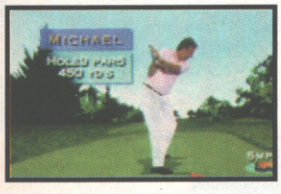
A space-based flight sim along the lines of X-Wing and Wing Commander, Total Eclipse puts you in the cockpit of a FireWing starfighter, battling against an alien invasion force bent on taking over the Earth. The action takes place in space and over the mountainous planet surfaces, with 3D Surround Sound adding to the atmospheric experience.

ROAD RASH: BLOOD OF THE COURIERS

This is just one of Electronic Arts' favourite console titles that the company is upgrading for 3DO. With all of 3DO's technical excellence, EA has taken the bike riding action out of the old desert setting and into the heart of a futuristic city with you as a top motorcycle courier racing against rush-hour traffic.

JOHN MADDEN FOOTBALL

Perhaps EA's most famous console game of all time, Madden is coming to the 3DO in style, with full-motion video presentation that looks as good as a real TV show, digitised players and loads of CD-quality speech. The gameplay is likely to be identical to the console versions, but it's in the graphic and sound areas that the real improvements are being made. Could this be the best-looking American Footy sim ever?

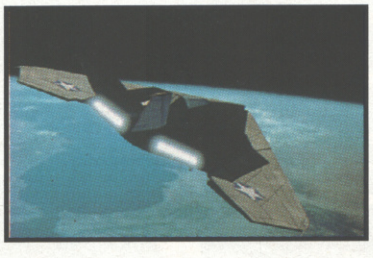


PGA TOUR GOLF

Another old EA favourite – and one of the most popular games on display at the CES, too. As with Madden the game remains the same, but the graphics and sound have been upgraded beyond belief, so now you're in control of a real TV-quality golfer, playing over high-res digitised courses that look like the real thing and not just a bunch of overlaid polygons. CD sound provides the digital crowd sounds, swishes and, of course, that all-important "plunk" when you sink the ball.

SHOCK WAVE

Aliens have invaded the planet Earth (again) and plan to rob it of its natural resources (what a surprise). And only you can stop them (well I never). Yep, this one's another Wing Commander-style space shooter, and also happens to be Electronic Arts' first original game for the 3DO. The Multiplayer's motion video hardware (called CinePak) is being used to come up with the "photorealistic" graphics in the flight and battle scenes. Mean, moody and – perhaps – magnificent.



TWISTED

Every horribly tacky American game show you've ever seen comes together in one nightmarish TV special in Twisted, also from EA. Twink Fizzdale is your host for Twisted, which puts you up against six freakish contestants in eight different sub-games, interspersed with jingles and commercial breaks. Multiple people can play, with motion video techniques like those seen in PGA Tour Golf used to portray the characters.

WORLDBUILDERS, INC.

After all this action, it's time for something a bit more therapeutic - a bit of strategy. EA's Worldbuilders, Inc. offers plenty of that, casting you as head of a futuristic exploration company hired to find planets in a remote star cluster and terraform them so humans can leave the overpopulated Earth and live on them. This one promises to be educational as well as fun by teaching players physics and astronomy basics.

BATTLE CHESS

Interplay's age-old favourite that started life on the PC all those years ago is back in its most impressive incarnation yet. Being developed here in the UK, this 3DO version blows all others out of the water graphically, with amazing animation in the piece-takes-piece battle scenes and top-quality CD sound effects bringing up the rear. Look out for more on this one in CVG soon...

JURASSIC PARK INTERACTIVE

This was the only title not on display at CES, because, like the film, it's being kept a closely-guarded secret right up until its release. Rather than an action game like those seen on Sega and Nintendo formats, 3DO Jurassic is a strategic thing with the player caught up in the park control room when the dinosaurs escape. It's your job to steer the park guests to safety by using surveillance cameras, motion detectors and other high-tech equipment. And, of course, there's plenty of motion-video character animation taken directly from the film.

DRAGON'S LAIR

It's only logical that one of the first ever laserdisc action games should be converted to 3DO. So Dirk the Daring, Daphne the Princess and Singe the dragon are back yet again, with 3DO's CinePak technology used to come up with graphics almost as good as those in the arcades. You also get the complete arcade soundtrack, of course, but if you've played Dragon's Lair before you'll know not to expect too much on the gameplay front.

STAR TREK: THE NEXT GENERATION

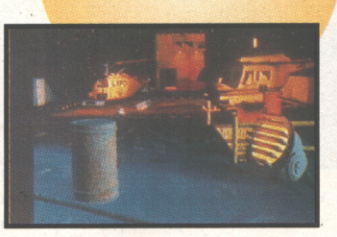
To boldly go where no-one has gone before... that's what the 3DO version of Spectrum HoloByte's latest promises to do, putting you in the shoes of Jean-Luc Picard, Captain of the Galaxy Class USS Enterprise and sending you on a cinematic voyage through the stars, with the character sprites rendered from the cast of the TV show, so they look like the real thing! The designers have created a storyline in the vein of the top-rated series, but are keeping shtum about the details.

THE 7TH GUEST PART II: THE 11TH HOUR

The sequel to one of the best known CD-ROM games will be debuting on 3DO, while other CD systems are still waiting for their version of the original! It's back to the haunted mansion of crackpot toymaker Henry Stauff for yet more chilling adventures, this time in search for a famous TV producer who went to the Stauff ansion to film an episode of his show "Cases Unsolved" — and never returned. Could turn out to be the most impressive – and hopefully, interactive – version of the game yet.

DEMOLITION MAN

Sylvester Stallon and Wesley Snipes team up as the good and bad guys in the latest Hollywood blockbuster Demolition Man, which has Stallone awoken from cryogenic freeze in the year 2036 to hunt down an escaped psychopath from the past in Los Angeles. Virgin is developing the licence for 3DO first, and this version is being described as one of those "interactive movie" thingies, although what we saw at the CES looked more like a cross between a driving game and Operation Wolf shoot 'em up. We'll see.



CRASH 'N' BURN

Every new system needs a decent race game to show off how fast it can move, and this one from Crystal Dynamics does just that. Crash 'n' Burn is a futuristic combat driving sim along the lines of Death Race 2000 – select your car, tool it up with a multitude of space-age weaponry, then take it out on the road (there are 30 tracks) against nine vicious computer-controlled drivers. You have to see it move to believe it.

3D FOOTBALL

While EA's in-house team is busily converting John Madden Football to the 3DO, the game's original creators Park Place Productions have their own gridiron game to go up against it. Though still in the early stages, 3D Football looks very nice indeed, once again relying on 3DO's mega GFX technology to accurately digitise player animations from live video footage. Full-motion video clips are used for the replay sequences, and an intelligent moving viewpoint will, the makers claim, make the game look like TV coverage of the real thing.

3D ADVENTURES

Could this be the first real interactive movie? In Park Place's 3D Adventures the player is catapulted into the lead role of a Hollywood-style blockbuster. You get to choose the physical size and strength of your hero (I'll have Arnie, please) before taking him through the film and determining how it turns out. Although the actual storyline is still a secret, expect full-motion video and CD sound a-plenty here.

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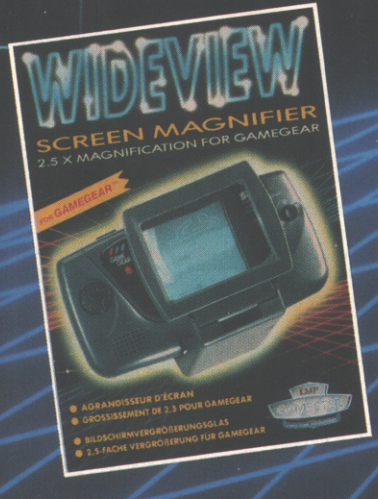

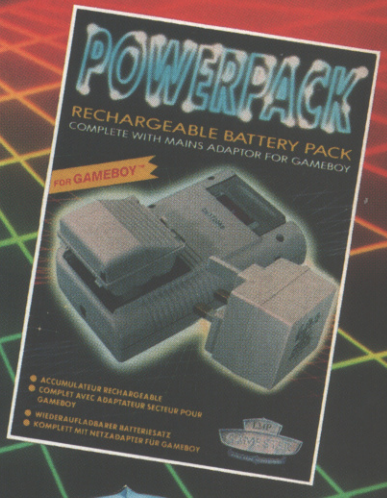

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lights! camera! ACTION!

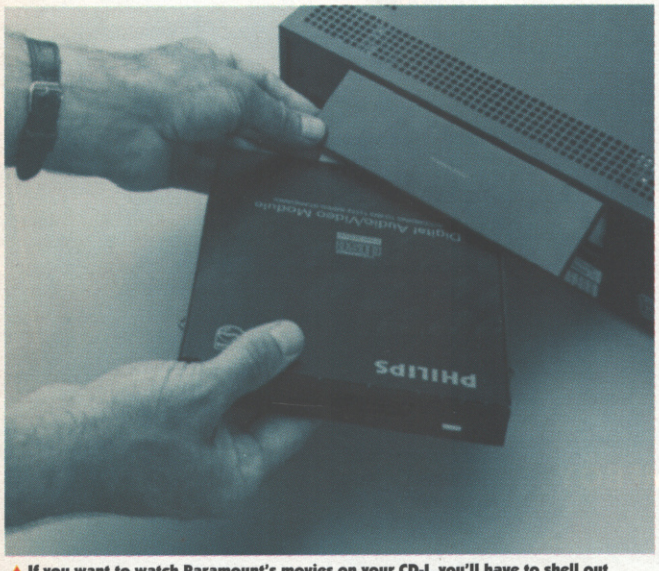
Mega-CD and next year's 3DO and LaserActive systems have proved that CD gaming can be sexy and interesting - but what about CD-I? Gary Whitta has seen a whole new batch of games in development that could make CD-I a force to be reckoned with...

CD-I is not a new thing. It's been around for quite a while but it's never been known for its games.It's been out in front on its own, offering people who take it up a variety of educational, recreational and information based activities whilst doing very little in the way of games except for the odd golf game or flight sim.This was fine in the beginning for CD technology. Philips were the first on the streets with an interactive CD player, but they don't have the shelves to themselves any longer - Mega-CD is already here, and 3DO and LaserActive (both featured this month) are on their way and looking good.

But Philips isn't about to take all this lying down without a fight - they were here first, after all. So, their battle-weary CD-I unit has gone and got itself a swish new designer wardrobe for the 90s, and a bundle of software infinitely less dull than the old stuff to go with it. And on top of that, the company has just signed a deal with one of Hollywood's biggest movie studios to give it extra muscle.

The deal with Paramount Pictures, announced at the Chicago CES, means that Paramount will now be releasing its blockbuster movies on CD-I discs as well as VHS cassettes. Some of Paramount's best-known flicks, such as Top Gun, Beverly Hills Cop and The Hunt For Red October have been released to get the ball rolling straight away. By plugging in a separate FMV (full-motion video) card you can watch the Laserdisc-quality movies - the only problem being that you can only squeeze 72 minutes of pictures and sound onto a normal 5-inch disc, which means that most movies will have to come on two discs and need to be swapped at some point during the action.

▲ Our personal favourite CD-I game of the moment is the sleazy thriller Voyeur. Cor!



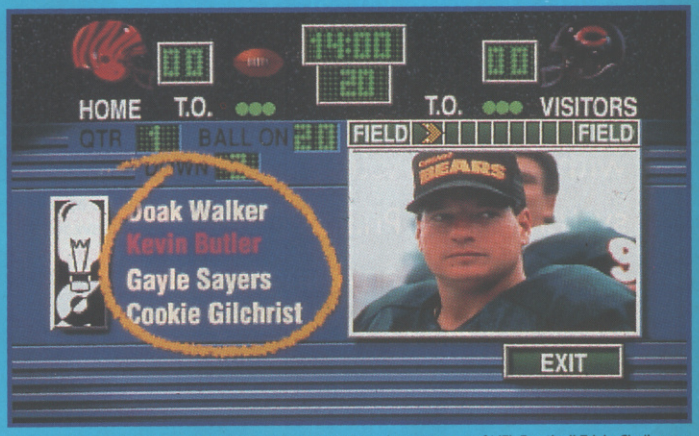
▲ If you want to watch Paramount's movies on your CD-I, you'll have to shell out extra for this full-motion video card.

This is all very well and good, but what about the GAMES? That's what we're really interested in here, after all. Well, CD-I's not good quite as good a games reputation as the likes of 3DO and Mega-CD because it's a bit more of a serious machine; so the software available tends to be more along the lines of interactive cookery books, atlases, music videos and all that guff. But, knowing that systems like the 3DO and LaserActive are a real threat, Philips is getting more games-orientated, with a whole bundle of new titles on the way to tempt games fans. So far, games like Palm Springs Open, Tetris and Defender of the Crown haven't exactly got gamers drooling with excitement, but the new batch on the way might.

Titles like the upcoming Voyeur are almost guaranteed to have you drooling in one way or another - it's an interactive movie produced by the people at Playboy Video, which means it's a bit... ahem... saucy. Robert Culp stars as a presidential candidate drawn into a web of sexual intrigue by a bevvy of sexy sorts - as a secret agent based across the road from his mansion, your job is to collect enough dirt on the would-be pres with your roving video camera. It's a bit like Night Trap, where you have to be in the right place at the right time to catch the sexy scenes. Like Night Trap, Voyeur uses digitised animation rather than real FMV, but CD-I's graphic capabilities give you a bigger screen area and much higher resolution, which means more realistic images. And the game's so rude that it even has a built-in combination lock to stop young kiddies playing it!

▲ **Philips' new-look CD-I player, the CDI-220, in all its glory. Actually, not quite all its glory, because it's a black-and-white pic. Sorry.**

▲ Animated antics in Zelda: The Wand of Gamelon.



▲ If you're a complete dullard, you might get some enjoyment out of NFL Football Trivia Challenge, soon to be released on CD-I. But we doubt it.

Virgin's CD-ROM blockbuster The 7th Guest is also revving up for release on CD-I, with the advanced capabilities of the Philips machine making for a much faster and more fluid game, with no annoying pauses or jerky graphic updates. And, thanks to a tie-in with Nintendo, Philips is also bringing console characters Zelda and Link to CD-I. Both games - Zelda: The Wand of Gamelon and Link: The Faces of Evil are interactive cartoon adventures using full-motion video animation, and according to Philips more CD-I games featuring Nintendo stars are on their way. And let's not forget Rebel Assault, the new CD-only Star Wars flight sim from LucasArts.

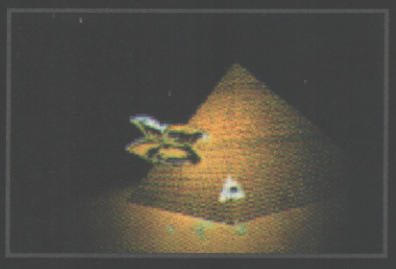
Finally, for sports fans, there's Caesar's World of Boxing, a fighting/management simulation that mixes arcade boxing action (basically it's TV Sports: Boxing under a different name) with live full-motion interactive scenes - you get to chat to the sleazy promoters, do interviews with the TV and press and even chat up the occasional blonde bimbo! The live backgrounds were shot on location at Caesar's Palace, Las Vegas, and the actors superimposed using cinema-style bluescreen trickery. The demo version on show at CES looked nice, but you'll have to wait for a verdict on the finished article.

So, that's CD-I for the 90s in the nutshell. Philips may not have made the CD-I big-time so far, but with a new wave of games, a cheaper, more compact machine (you can pick up the new-look model now for about £500) and a catalogue of big-name movies to keep mum and dad happy, the likes of 3DO might still have a fight on their hands. It might not be the sexiest of the CD set-ups on offer, but at this rate it'll probably still be around when other systems have gone to the wall - and that's what counts.

▲ No "Achy Breaky" gameplay here - Billy Ray Cyrus Live on Tour is one of the growing number of non-interactive video discs available for CD-I.

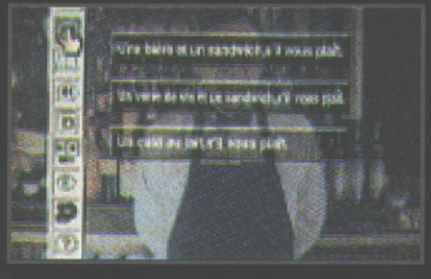
get ACTIVATED!

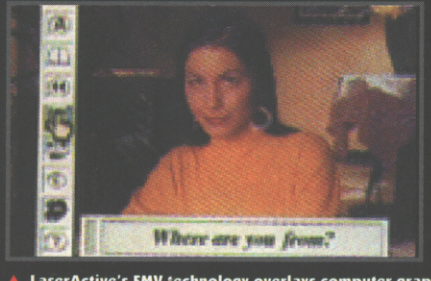
Along with Philips, Panasonic and Sanyo, Pioneer is the latest company to jump on the interactive CD bus with its LaserActive system. Have Philips and 3DO got anything to worry about? Maybe...

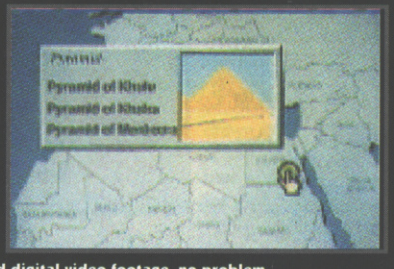


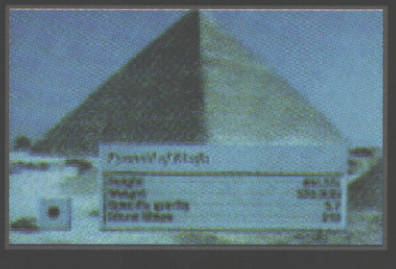
▲ No firm word on the games coming for the LaserActive yet, but these early shots of demo games for the system look promising.

Everybody gets turned on by the idea of having the sleekest, sexiest electronic entertainment gear in their home, but not everyone has the pocket power to make the dream a reality. But if you're one of the lucky few with money to burn, the chances are you're the proud owner of a Laserdisc player – and if you've got one of those, chances are it's made by Pioneer. But there's only so much fun you can have with what is basically just a digitial video player, which is why Pioneer plans to breathe new life into its technology by making it – you guessed it – interactive.









▲ LaserActive's FMV technology overlays computer graphics and digital video footage, no problem.

▲ **Pioneer's LaserActive system in its entirety – you buy the base unit first, and add the Mega-LD, LD-ROM2 and LaserKaraoke dongles as you go along.**

LaserActive is the next step up for Laservision; the main unit is just like a conventional Laserdisc player, running all your conventional CDs and video discs. The innovation comes in the form of three new magic black boxes that, when plugged into the main set, make all the difference in the world.

The MEGA-LD pack has been developed in conjunction with Sega and, when connected to the LaserActive set, allows you to play not only Pioneer's own Mega-LD interactive discs, but also Sega Mega-CDs and conventional Megadrive cartridges. If the PC Engine is more your thing, you can opt instead for the LD-ROM2 pack from NEC. Again, LaserActive discs are compatible, and you get the added bonus of being able to play PC Engine cartridges and Turbo Duo discs on it. Finally, there's the LASERKARAOKE box so you can warble along to your favourite Sinatra videos.

We all know what Mega-CD and Turbo Duo games are capable of, but what does LaserActive itself have to offer? Well, according to Pioneer, a tech spec far more impressive than its nearest competitor, Philips CD-I. Because it's a Laservision system at heart, full-motion video comes as standard without the need for expensive plug-in cards, with the added LaserActive technology allowing computer graphics to be overlaid and interact with the video footage, as seen on The Chart Show. In all, LaserActive is capable of handling up to an hour of full-motion video and CD-quality sound and up to 540 Megabytes of graphics, sound and gameplay. That's a lot of memory to play with.

Like any "multimedia" system, Pioneer is pushing LaserActive not just as a games system, but a system you can use for watching movies, listening to music and playing all kinds of interactive software, from educational to "how-to" instruction courses and those elusive interactive movies we keep hearing about. But it's the entertainment side we're really interested in, and though the Mega-LD and LD-ROM2 give new owners an immediate software library to choose from on Sega and NEC's machines, we'll have to wait to find out what the LaserActive itself can really do on the games front. The system is due for release in the US later this year, but us Brits will probably have to wait until '94 before our turn comes around, by which time we'll also have 3DO on the shelves. Decisions, decisions...

more tips than you can shake a stick at!

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We know what you want! You want the the latest games from Japan yesterday! You want the most awesome hardware and up to date technology your hard earned cash can buy now! The CVG crew give you the best of the best games and hardware reviews month in month out, but once you've made that all important hardware purchase decision how are you going to save up the readies to get it?

Fear not, we have the answer to all your problems! The UK's biggest electrical retail chain, Dixons, have phoned our hotline with the most exciting offer this side of the games world vortex. The electronic giants have dumped a brand spanking new Mega CD unit on our doorstep and begged us to give it away! Not only that but your favourite console mag has decided to bolt the awesome high tech Sega Mega CD game Road Avenger into the prize package for some lucky reader to stroll off with! The Japanese graphical masterpiece is so fresh it's not even available in this country yet! The incredible high tech new unit was thrust into our clammy hands moment before a white hot copy of the compact disc dropped steaming through our letter box!

OK, how do you get hold of this incredible bundle? Well things couldn't be easier, just answer the three questions below and you'll be the envy of friends, science teachers and hi-fi fans the world over.

Question one: **Which awesome Mega CD game features a robotic craft that flies through sewers?**

.....

.....

.....

Question two: **What future Mega CD game will feature Arnold Shwartzenegger as the worlds's most famous hero?**

.....

.....

.....

Question three: **What is the name of the breed of creatures brought back to life after years of extinction in Ocean's future Mega CD game Jurassic Park?**

.....

.....

.....

Now put your answers on a post card and send them too;

IF I WAS ANY MORE SMART I'D BE JON BILLINGTON,
CVG, 30 TO 32 FARRINGDON LANE, PRIORY COURT, LONDON. EC1R 3AU.

You can send as many postcards as you like but he final entries must reach us by 27/08/93. Good luck!

CD-ROM UPDATE

Although it is well established over in the States, CD-ROM is only just beginning to take off on this side of the Pond. Up until now, a lot of CD releases have just been enhanced versions of original disk-based titles, but now the software houses are beginning to develop games primarily on CD-ROM. Some of these will later be cut down for regular PC use, whilst others such as 7th Guest will remain unique to the CD format. Here's a quick run-down on all the latest CD-ROM games currently due to hit the shops...

DAY OF THE TENTACLE

Lucasfilm's follow-up to Maniac Mansion is a graphic adventure in the Monkey Island mould. There is wacky humour a-plenty as you try to save the world from the evil, mutant tentacle. The CD-ROM version is packed with digitised speech and should be available within the month.

CYBER RACE

Set in the distant future, CyberRace is a racing simulation with added combat. The game is designed by Syd Mead, an industrial designer and futurist who has worked on films such as Bladerunner, Tron, and Aliens. It features all the latest graphics techniques and should look stunning. Cyberdreams is aiming for a September release.

MARIO IS MISSING

Bowser and the Koopas have captured Mario and are trying to steal all the world's treasures. Playing his brother, Luigi, you must explore foreign cities, master maps and thwart the Koopas. It's an educational game with the emphasis firmly on fun. Larger than the original PC version, it should be available from Mindscape in a couple of months.

LABYRINTH

From Electronic Arts comes this 7th Guest lookalike, based on the legend of King Minos. It takes place over several historical eras, and is packed with logic puzzles which affect events in the story. The graphics are all 3D rendered and take up over 250Mb alone! To be released in October.

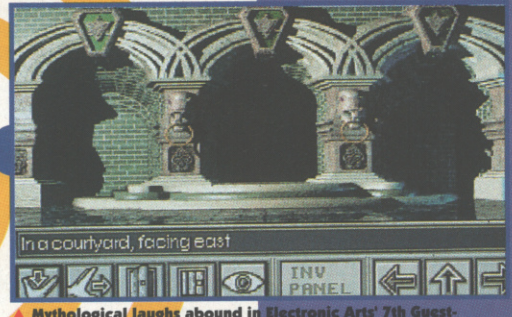
MEGARACE

From Cryo, who also produced Dune and KGB, comes this futuristic head-to-head driving game. Although it's still in development, the rendered graphics already look amazing. The cars are mean, the weapons are deadly so if you feel the need for speed, this is the way to go.

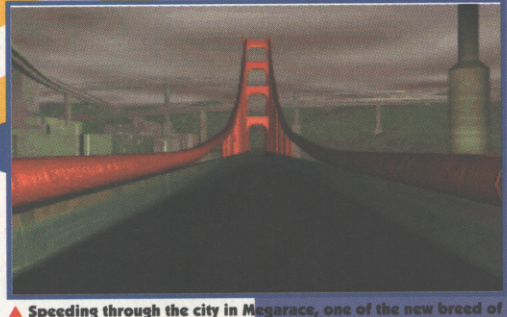
▲ You escaped the Maniac Mansion; now prepare for more Lucasfilm hilarity in the sequel, Day Of The Tentacle!

▲ The graphics in Cyberdreams' new road thrash, Cyber Race, look superb – we can't wait to see the finished article!

▲ Mario Is Missing, and you, as his brother Luigi, have got to go out and find him in Mindscape's CD version of the PC original.



▲ Mythological laughs abound in Electronic Arts' 7th Guest-inspired Labyrinth.



▲ Speeding through the city in Megarace, one of the new breed of CD games. And just a bit like the brilliant movie, Death Race 2000!

AND IN BRIEF...

Other CD-ROM games that are currently being developed include **Battlechess Enhanced**, which includes music and a half-hour long tutorial, Interplay's **Lord of the Rings**, **Castles II** and Sierra's **King's Quest VI.** Activision's **Return to Zork** is a new game which is based on Infocom's original text-based Zork adventures. It is packed with full-motion video clips and contains over an hour of digitised dialogue. Planned for release on CD-ROM, floppy disk and 3DO.

There are also a whole load of reference book type releases, with the **Guinness Disk of World Records** and **World Atlas** already available from Software Toolworks via Mindscape. Also keep an eye out for the multimedia **History of the Beatles**, which contains lyric sheets, discography and even rare video footage.

Educational titles feature strongly too, and look out for Broderbund's **Just Grandma and Me** interactive storybooks in the future.

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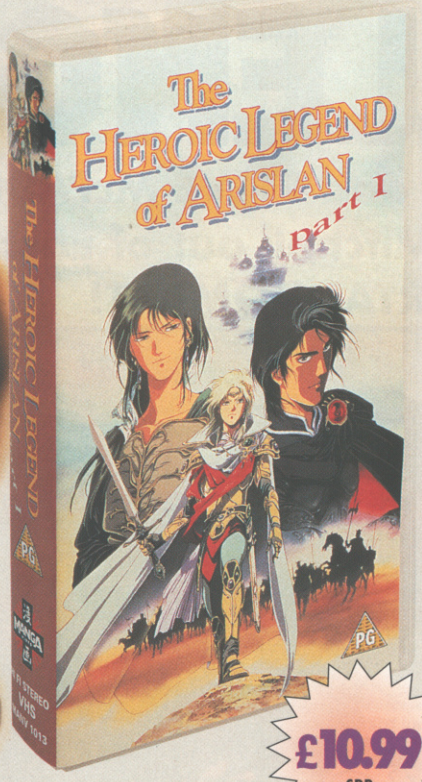

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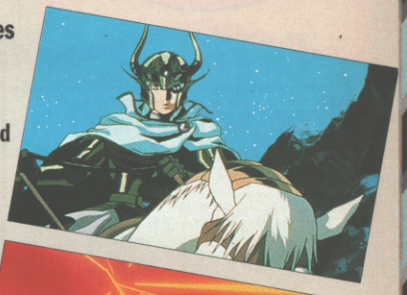

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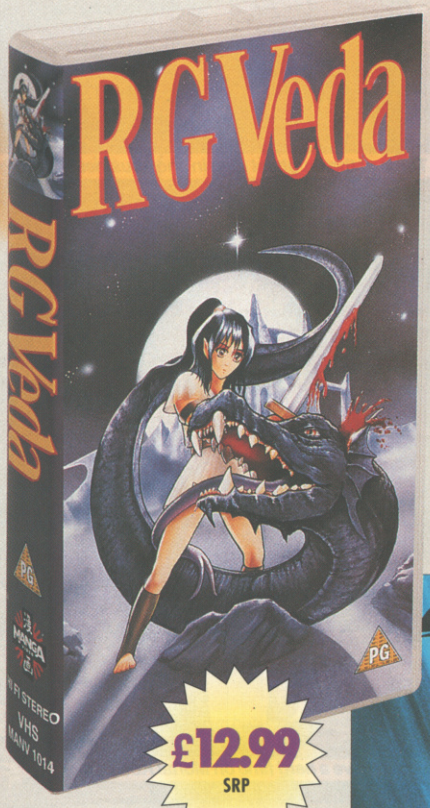

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The BIGGEST game of the year... The HARDEST stars on telly... In the TOUGHEST challenge of the decade!

MORTAL KOMBAT

They're the two top characters in the country's Number One TV show. They're also extremely hard. Who could be better qualified to take on the CVG Crew at Mortal Kombat?

Three of the toughest men in showbusiness finally go head-to-head...

Here at the Challenge Office of CVG (third on the right past the gents), we try to bring together the biggest names from the worlds of sport and show-biz with the best video games the industry has to offer. We've had some top combinations in the past to be sure, but NEVER have we come up with anything as smart as this month's All-Star Challenge – we bagged none other than Ross Kemp and Steve McFadden, otherwise known as battling brothers Grant and Phil Mitchell in BBC1's top-rated soap, EastEnders!

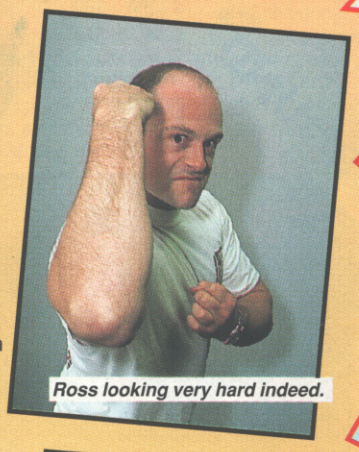
If you're one of the show's 20 million avid fans, you'll know that Phil and Grant are two of the toughest characters on the box. Brought up around the seamy backstreets of London, these lads know how to handle themselves when push comes to shove. So, when it came to choosing a game for them to play, there was really only ever one choice – Mortal Kombat. Currently the biggest coin-op in the country and about to be the hottest conversion of the year thanks to Acclaim, Mortal Kombat is THE game for anyone who's not averse to a little rough 'n' tumble – so Ross and Steve jumped at the chance to take on the might of the world's greatest gamers and interrupted their busy shooting schedule to trip down to the CVG offices (where a Mortal Kombat koin-op has been installed) for the day and try their luck!

Even hard men have a hard time on Mortal Kombat!

THE MORTAL KOMBATANTS

ROSS KEMP (aka Grant)

In EastEnders, Ross is definitely the hardest of the two Mitchell brothers, what with being an ex-paratrooper, having top criminal underworld connections and being able to beat people up with ease. You may also remember Ross from the Kellogs Fruit'n'Fibre ad before he became a TV tough guy. But on the video games front he's a little rough around the edges – now that Pete Beale's left the show, perhaps he could borrow his Game Boy.



Ross looking very hard indeed.

STEVE McFADDEN (aka Phil)

Not quite as hard as Ross in EastEnders, Steve nevertheless has a fine pedigree as a telly hardman. In EastEnders he's smacked his fair share of people, been a getaway driver and even offered Grant out for a fight! TV afficionados may also remember him as one of the yobs alongside Gary Oldman in The Firm, Alan Clark's brilliant drama about football violence. Quality credentials for a beat 'em up challenge if ever a man had them.

Steve looking very hard indeed.

GAZ (aka Gaz)

Aside from fleeting appearances on Noel Edmonds' Multicoloured Swap Shop, TV-am and GamesMaster, our Gaz isn't much of a TV star, and he's not particularly tough either. He does, however, have the advantage of having practiced loads on the office coin-op, and even got his mates at Probe Software (who converted the game) to fax him all the secret moves and death blows. The cheating swine, eh?

Gaz looking not at all hard.

Midway's Mortal Kombat - looking hardest of all.

THE CHALLENGE

Simple enough, really. While Grant and Phil (sorry, Ross and Steve) warmed up with a few practice games, the CVG crew explained the rules. Gary Whitta, still rejoicing over his glorious victory last month against Arsenal's FA Cup-winning squad, was the man to beat, so Ross and Steve would take him on one at a time – if both could beat him, the Challenge crown would change hands. If Whitta could beat them both, his title would remain safe, as would the pride of CVG. A mixed result (ie one win for the Mitchells and one for CVG) would be declared a draw. It all sounded perfectly simple, but by the time the rules had been explained, both Ross and Steve had become thoroughly engrossed in their two-player practice and demanded that, before the challenge proper took place, they get the chance to play each other in a pre-match battle to find out who was the best. Yes, just as their characters are battling love rivals in EastEnders, Ross and Steve had become true-life enemies at Mortal Kombat! Whitta was happy for the preliminary bout to take place – it would give him a chance to check out the competition and pick up on their flaws and tactics.

OPENING EXHIBITION MATCH - ROSS VS STEVE

With Ross and Steve cracking their knuckles ready to play, and Whitta safely ensconsed in a prime spectator position behind them, we were ready for the off. The winner would be decided on one match, the best of three bouts. Of the seven hard characters of offer, Ross had warmed to Kano, the gangland fighter with a steel plate in his bonce that gives him a devastating headbutt. Steve, however, liked the look of the shaolin warrior and Bruce Lee-lookalike Liu Kang.

Come on then you cowson...

The first bout was a pretty messy affair; even after a few practice games Ross and Steve, who'd never played Mortal Kombat before, were still getting to grips with the controls, so the on-screen fight was more like a drunken punch-up than a disciplined exhibition of martial arts skills. At first, Ross and Steve's technique seemed to be simply to waggle the joystick and hammer away at the buttons like mad until the coin-op cabinet started to wobble from side to side. Several minutes of random battering finally produced a winner in the form of Ross, who had got the metallic headbutt sussed and used it well against Steve who, by this time, was still struggling to disover any of Kang's secret moves.

You'd better hope you never spill any of these two geezers' pints...

So, 1-0 to Ross (Grant) in the preliminaries – a second win would secure the match. With Steve on the ropes and his macho image at stake, he knew he had to do something fast. Not happy with Kang, he wanted to change characters, but was forced to stick with him until the end of the match. Ross, on the other hand, was well chuffed with Kano and his headbutt and was ready to rumble when it was time to FIGHT! in the second round. But Steve's character Phil in EastEnders has never been afraid to stand up to his brother, and it's no different when it comes to the real-life world of video gaming. Coming on strong and pulling no punches, Steve leaped fiercely into the second bout, taking the fight to Ross and raining

punches down on Kano. Within seconds Ross was on the ropes, getting in the odd consolation punch but little else before Steve finally took him down with a bone-crunching flying kick. If it hadn't been for the couple of blows he took, Steve would have scored a Flawless Victory and gained a bonus 200,000 points for his trouble.

Ross was physically shaken by Steve's shock second-round performance – it tied the score and meant the match must go to a final, deciding bout. Could Steve's new-found skills come good for him again? Or might Ross' Kano headbutt be enough to secure a victory? Actually, there wasn't much of either on display as both players seemed to panic and resort to their old button-thumping methods. In the end it was Ross who got the upper hand – literally – when, with both players down to critical energy, he finished off Steve with a devastating uppercut to win the war of the Mitchell brothers. A celebratory handshake later and that was the appetiser over with. Now time for the main course...

Steve celebrates his comeback.

MATCH ONE
GAZ VERSUS ROSS

So, it had come to this. The Big Fight. The Realisation of a Dream. The industry's Number One gamesplaying star (pah! - Ed) against TV's top tough guy. Both combatants boast impressive credentials in the world of being quite hard, but Whitta seemed the clear favourite based on his sneaky late-night "practice" sessions and Ross' sketchy performance in the preliminaries. But was Ross only faking and getting ready to pull something a bit special out of the bag?

Could be, could be... when it came to fighter selection, he went straight for a new character in the form of Raiden, while Whitta chose his personal favourite, the super-cool ex-movie star, Johnny Cage.

ROUND ONE

Ross gets the last laugh in the post-match handshake.

As the battle began, respect was due to Ross, who immediately had to contend with a blatant show-off performance from Gaz. Normally, when the celeb hasn't had much practice, it's customary for the CVG star to cut them a little slack and back off in the early stages. But Whitta was displaying no such sympathy, coming at Ross like a whirling dervish. Ross, by some miracle (actually Steve told him) had by this time discovered the Block button and was hammering at it for all he was worth to protect himself. It seemed to work, too, as Gaz's attacks stopped connecting and he was forced to back off and rethink his strategy. Ross seized the opportunity to counter-attack, and for a brief time it was he who had the advantage – before Whitta tired of it all and, sneak that he is, resorted to repeated use of one of Cage's special moves, the Green Fireball, to finish off a defenceless Ross. What a scumbag.

ROUND TWO

Whitta deals out his own brand of punishment...

...before it all goes horribly wrong and the two kombatants decide to have a REAL-LIFE punch-up! (don't worry kids, it's only pretend).

No time for analysis or rethinking of strategies. It was straight into the second bout, with Whitta once again taking command early. No-one likes a show-off, least of all Ross it would seem, as he finally decided enough was enough and layed into Gaz with a surprise flurry of blows that caught him off-guard and almost threatened to level the score until the sweaty champ once again resorted to coward's tactics and used his secret Fireball move to finally see Ross off quickly and cleanly. Whitta had won the first match to go one-up, but everyone agreed it wasn't exactly a sporting victory. Funny how Whitta never mentioned how he'd been secretly faxed the details of all the special moves, either.

MATCH TWO
GAZ VERSUS STEVE

So, it looked as though Whitta, the smug git, had it in the bag. He'd offed the winner of the preliminary match so, logically, the rest should be a walkover. Shouldn't it? Steve showed no sign of nerves as he stepped up to the coin-op and surveyed the fighters available. After a bad experience with Liu Kang, he needed somebody new – Sonya Blade, Raiden and Sub-Zero all caught his eye, but in the end it was the ninja Scorpion that he went with. With zen magic at his fingertips, he's got some of the deadliest secret moves in the game – but only if you know how they work. Whitta smiled smugly as he punched up Johnny Cage for a second time...

ROUND ONE

EXCLUSIVE! Soap stars in challenge cheat shock!

No wonder Steve's smiling - he's just seen how much he's getting paid.

FIGHT! Anxious to finish this off quickly so he could go to lunch, Whitta leaped in at the start with a flying kick, only to find his attack blocked and countered with devastating force by a succession of punches from Steve! What was going on? Even while Whitta, shocked by this initial show of force, backed off to regroup, Steve was on him again, using foot sweeps to knock him off balance. With energy dwindling and time running out, Whitta reverted again to his fireball (yawn!) to hold Steve at bay, but it wasn't enough. As Whitta raced in to follow up on the fireball attack, he found Steve too fast for him again, and a killer of a kick to the midsection blew him out of the water and awarded the first bout, conclusively, to Steve.

Steve's final message says it all - give peace a chance.

ROUND TWO

Another shock defeat for Whitta! What's the world coming to?

Well, the CVG Challenges have never lacked drama, and this had more than most. Although Whitta knew he couldn't lose the challenge thanks to his earlier victory over Ross, this had now become a matter of personal pride. Could he, a top gaming champion (Pah! again - Ed) really lose against a mere TV celebrity?

His answer came as Steve started the next round by cutting through Gaz's ramshackle defences like a knife, going back to that favourite foot sweep of his to constantly down the "champion". Whitta, normally cool and collected, was beginning to panic and fight back with an uncoordinated frenzy of kicks, only a few of which connected. Steve saw his opening between the attacks, picked his moment and unleashed an awesome uppercut that blasted Gaz off the top of the screen, soaked the whole place with blood– and secured the victory.

THE RESULTS THE RESULTS THE RESULTS THE RESULTS

"I do not belieeeeeeve it!" was all Whitta would say after his pitiful performance that only just scraped a draw for CVG against the "Mitchell" boys. So much for the Mortal Kombat champion. There were calls for his resignation from some quarters and, as a result, Whitta will be stepping down as CVG Challenge champ as of next month, to be replaced by a better man. For the record, CVG's performance in the Challenge season goes like this: 1 loss (to Nigel Benn), 2 draws (with Zig & Zag and Ross'n'Steve) and 1 win (against Arsenal FC).

Yet another obvious CVG plug. Yawn.

Another challenge ends with humiliation for Whitta. Can the crew stop the rot in time for next month?

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Welcome to CVG's awesome games review section! Within the following 100 pages there's the complete low-down on everything new in the games world. CVG's now got more reviews than any other magazine of its size (not counting the mags that give you up to half a dozen titchy little reviews on a single page!). Many of our reviews are two, three or even four pages long!

You want ALL the facts – and at the start of each review we give you the info you need on format, company and price – and who to talk to for even more information!

Opinions matter – especially when they're the witterings of top games-players like us. And the best games get at least two verdicts so even when we agree to disagree, you'll still be getting the big picture!

It may be the best game in the world, but it's no good if you don't know what it runs on. Never fear; the name and mugshot of the format tells you exactly which machine we're talking about!

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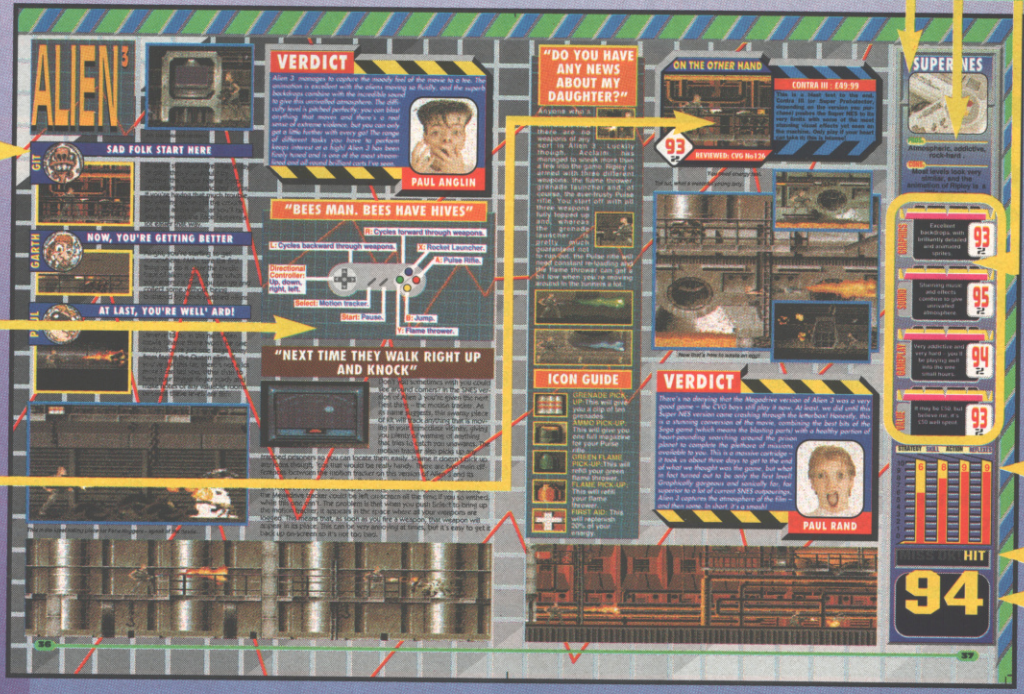

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CVG concentrates on games that are simply the best! So the HIT game status is only given to the best!!!

Overall score. Just how good is this title? The higher the score, the more excellent the game!

REVIEW

MEGADRIVE ▶ by ACCLAIM ▶ £49.99

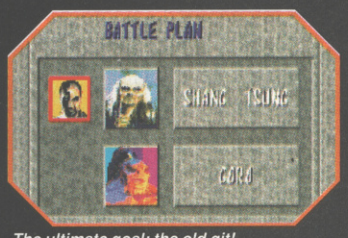
OUT: 13th September – Mortal Monday! Contact Acclaim (0962 877788) for information. Special thanks to everyone at Probe Software for all their help.

MORTAL KOMBAT

It's been called 'The most gruesome game ever'! Will the arcade giant be a console success? Will it keep the splatterings of gore that made the coin-op such a monster? Find out NOW with the FIRST EVER Megadrive review!

You've read the previews, you've scanned lesser tomes for snippets of info, but only CVG brings you the first review of Acclaim's immortal Megadrive beat 'em up, Mortal Kombat! With Streetfighter 2: Championship Edition still nowhere in sight, Acclaim might just whip in and steal Capcom's thunder – and deservedly so. Development team Probe has pulled out all the stops to deliver the biggest kick up the backside to the Megadrive for ages. You may be waiting for Capcom's cart, but Mortal Kombat is going to land with such a thump it'll leave a crater of crumpled software in its wake for months to come!

Palms-up pain for Kang, again!



The ultimate goal; the old git!

I'm not sure of Sonya's tactics, but Kano's seen his chance!

LIU KANG
AGE: 24
HEIGHT: 5'10"
WEIGHT: 185lbs
ORIGIN: China
OCCUPATION: Shaolin Monk.

Kang is a Shaolin Monk and strives to win the title with a burning desire. It was lost to the evil magician's monster 500 years ago when Goro destroyed the noble Kung Lao, the eternal and honourable Shaolin Champion, and plunged the tournament into dishonour.

SHANG TSUNG
AGE: Unknown
HEIGHT: 6'2"
WEIGHT: 210lbs
ORIGIN: China
OCCUPATION: Machiavellian.

Before Tsung entered the Shaolin tournament in his youth it was a competition of honour. He won first time and with every victory he made he gained a soul and kept his youth. Eventually defeated by Kung Lao and the title went back to the noble Shaolin. Now he needs to recapture it to save his frail old body from death.

KANO
AGE: 35
HEIGHT: 6'
WEIGHT: 205lbs
ORIGIN: Unknown
OCCUPATION: Criminal.

Ruthless leader of the underground organisation The Black Dragon gang. Although he was an orphan himself he has no qualms about making other innocent victims' children the same! He wants to lay waste to Shang Tsung's fabled fortune and as soon as he wins the tournament his gang are poised to ransack the island.

GORO
AGE: 2000
HEIGHT: 8'2"
WEIGHT: 550lbs
ORIGIN: Outworld
OCCUPATION: Prince and ruler.

This massive giant burst into our world from his own at Shang Tsung's summoning to defeat the legendary Shaolin Champion Kung Lao – he's been victorious ever since! Undefeated in 500 years, Goro has become over-confident, but his strength, size and experience make him the one to beat.

Straight for the jugular with Shadow moves.

'Get over here!' Like you have a choice!

ROUTE TO THE TOP

To get to the top and take on the big boys stationed on Shang Tsung's island you'll have to fight your way through all the other competitors as well as an identical version of yourself. Then there are three 'Endurance' rounds where you fight two different characters per round and have to beat both with only one bar of energy! Then your power will be restored and you must beat them again to go onto the next 'Endurance' round. Get through that and your reward will be a match-up with the 500 times-a-winner, never before defeated Goro. Survive this encounter and it's a duel to the death with Shang Tsung himself, who can change into the appearance of all the other souls you've wiped out on your way up and use their special powers as well. Phew! For a minute there I thought it was going to be tough!

WHAT'S THE POINT?

In case you need reminding the path to victory requires you to deplete your opponent's energy bar to zero in a best of three rounds battle. At the end of your second victory your battered victim will stand stunned for a few seconds and Shang Tsung will screech 'Finish Him!' You'll then get a 'free' shot at his crumpled body to complete the slaughter – brutal! Although Mortal Kombat's all about destroying your opponent in the most violent way possible, there is a points structure to the cart as well. The computer remembers the highest amount of wins in a row for the top nine characters, so if you chalk up an amazing amount of victories without defeat you can rub your mates' noses in it! There are four difficulty levels too, for even more embarrassingly biting victories. Most gamers will have no trouble wading through to the final encounter with Shang Tsung on Easy, but completing the tournament on Very Hard is an entirely different ball game!

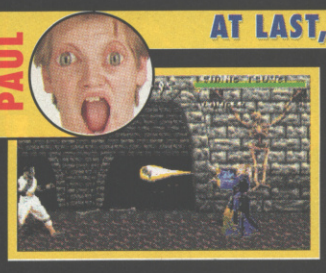
GARTH — SAD FOLK START HERE

Oh my word, you sad man! Call yourself a lean, mean kombat machine when you can't even get off the first stage? I've seen cream puffs harder than you! Are you sure you've got the pad plugged into the right port? Try battling on Easy level for the first few games.

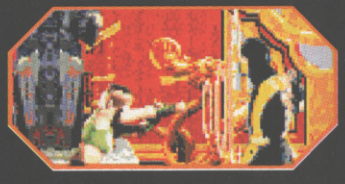
STEVE — NOW, YOU'RE GETTING BETTER

They only come one harder than this and believe me, they don't come any tougher to beat. Try keeping away from the guy and not committing yourself to moves so much. If you've got projectiles use 'em!

PAUL — AT LAST, YOU'RE WELL' ARD!



This is the big one, Shang Tsung. He knows all the tricks and changes into every other character one by one, so he's got all their special moves as well! Beat him on the hardest level and you're tops!



VERDICT

Acclaim has been banging on about this license for so long now that it just had to be a winner, and by golly it is! Probe, the team normally associated with a clutch of top platform romps, has had its dream factory working round the clock to come up with what is THE best battler on the Megadrive, bar none; the digitised fighters are almost spot-on copies of their coin-op counterparts, and when you plug in the six-button pad and get to grips with the moves it puts even the SNES' champion Streetfighter 2 to shame. Mortal Kombat is the Jurassic Park of console games – a sure-fire blockbuster.

PAUL RAND

CVG WARNING: IF YOU ARE OF A NERVOUS DISPOSITION OR OF AN UNSTABLE NATURE DO NOT TURN THIS PAGE!

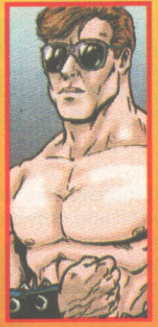
RAYDEN
AGE: Immortal
HEIGHT: 7'
WEIGHT: 350lbs
ORIGIN: The Universal Planes Of Being
OCCUPATION: Deity.

Shang Tsung has been trying to get Rayden to enter the combat arena for years in order to collect his soul and rejuvenate his own body, hence gaining immortality.

SUB–ZERO
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210lbs
ORIGIN: China
OCCUPATION: Lin Kuei Ninja Assassin.

Sub–Zero enjoys the thrill of the stalk and kill. He's lost count of the amount of people he's dispatched from the world and has now entered the competition for the ultimate combat experience.

JOHNNY CAGE
AGE: 29
HEIGHT: 6'1"
WEIGHT: 200lbs
ORIGIN: USA
OCCUPATION: Actor.



Entered the competition against his agent's and personal secretary's advice. They feared it could prove to be the end of his martial arts movie career if he suffers an injury.

SCORPION
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210lbs
ORIGIN: Hades
OCCUPATION:

Unknown.
The mysterious Scorpion is actually the reincarnated spectre of a man murdered by Sub-Zero who has been granted a limited stay on

SONYA BLADE
AGE: 26
HEIGHT: 5'10"
WEIGHT: 140lbs
ORIGIN: USA
OCCUPATION: Task Force Lt.

Sonya's hot on the trail of gang boss Kano. She's made her way to the island and been captured by Shang Tsung's guards. Now she must fight for her life!

VERDICT

I enjoyed Mortal Kombat even more than the arcade! A better job of this on Megadrive could not have been done. Special praise must be given to Acclaim who've gone with the violence option in the wake of the Night Trap farce. Great music, classic killer special moves, brilliant effects and more options than an England football team manager could hope for! This is the most action-packed, responsive and downright fun Megadrive beat 'em up ever seen and will quite probably remain so for a very long time.

STEVE KEEN

WHAT YOU'VE BEEN WAITING FOR!

Although the normal cart you plug in will be free of gore and guts, programmers Probe have included a secret cheat mode that will open the flood gates for the red stuff to flow and, more importantly, the killer moves to be executed. THAT'S RIGHT! The deadly finishing moves are in there, including the legendary Spinal Tearing move, where a character rips the head off his opponent, complete with blood and dangling spinal column, to hold aloft whilst the decimated body crumples to the floor! Don't believe us? Just look below and gasp!

Now that's a move Kang didn't expect.

Duck or be fried! The choice is yours

WHAT! YOU WANT MORE?

The full arcade mode gore cheat is not the only thing Acclaim is holding back on. Another cheat lets you access a whole menu of delights that allow you to perform an amazing array of cheats. Players can choose to have a one-hit contest where the first fighter to even remotely receive a scratch goes face down in the dirt. Infinite credits can be obtained at the flick of a switch and you can permanently turn on the killing moves. At the other end of the programmers' crazy minds you can add some special effects to your game, like watching a severed head belonging to Probe's MD bounce along behind fighters on the pit level or add funky silhouettes to locations. It just gets weirder and weirder! You can bet with versions coming out on just about every single format there are a lot more surprises in store.

MORTAL KONTROLS!

Make use of Sega's new SIX-BUTTON pad for best results!

(PAD)Left, right, crouch, jump (loads of button and pad combinations for kicks and punches)
(START) Block, bonus round chop.
(X) High punch.
(Y) Block.
(Z) Low punch.
(A) High kick.
(B) Block.
(C) Low kick.

NEVER IN ONE PLACE

The fighting's spread over several locations around Shang Tsung's island. On one location the losing fighter is thrown completely off the screen and hurtles downwards to be impaled on a set of rather juicy spikes! If you're lucky you might even come across the Green Ninja, who jumps up occasionally before bouts to taunt you. He leaves behind clues as to what stage he can be found on. One nice touch is at the end of the game when you find out the true reason for your character's entry into the tyrant Shang Tsung's fight fest and what they'll do when they leave the arena. Then the digitised actors' credits roll to wrap things up.

CHARACTER ASSASSINATIONS

This is the juicy bit; seven new characters with tons of hidden moves and a special arsenal of combat techniques to keep the most ardent scrappers on their toes. Each fighter possesses two extra special moves, with a few having three. Some are better than others and a lot easier to execute in the heat of battle by performing acrobatics on the pad. Here's the pick of the bunch!

SUB-ZERO
Sub can freeze competitors with a bolt of ice, then stride up for a 'free' smack at them!

CAGE
The Hollywood film star has tapped all his SFX connections to come up with this blinding bolt of power!
The Van Damme look-a-like is still pretty fit and with the Shadow Kick he can cover more ground

SCORPION
Scorpion ensnares victims with a harpoon and draws them in. By using his ghoulish talents the ghost can double his force and produce a replica of himself to act as a decoy.

KANG
Bruce Lee never had powers like these! Kang's fireball is the result of pure Shaolin power!

RAYDEN
It's only natural that the God Of Thunder would have command of the elements and this awesome bolt of lightning is devastating.
Drop you guard for a second and Rayden will flatten you against the opposite wall by turning into a torpedo!

SONYA
Sonya uses her ring of plasma to singe holes in the opposition.
Get too close to her and she'll grip you with her powerful thighs and toss you to the ground like a limp lettuce.

KANO
When he's not using the metal plate in his head to butt people, Kang can throw a pretty mean knife to shred your bones!

VERDICT

Mortal Kombat is a classic! It's fast, playable and utterly brilliant! And even if you like your fighting akin to a bloodfest, the killer moves are almost too ugly to watch! And unlike some of the SF2 moves, the control is certainly easier. It's a pity that to get the best out of Mortal Kombat you've got to fork out for a Sega six-button joypad, but you really need one to get the very best out of your fighter when you're in Kombat! This is undoubtedly the only alternative to SF2. It's blood-tastic!

GARTH SUMPTER

CHEATS DO PROSPER!

Chances are you won't be able to experience the thrills of these moves until well after the game has been in the shops officially. We can't reveal the cheats just yet, so you'll have to hang in there until a later issue. In the meantime here's every character's killing move for you to drool over at the bottom of the page! Not only can you control these moves but you can choose whether to execute them as well. Be warned, though; they take forever to perfect and require pixel perfect accuracy and timing to perform successfully, but you'll definitely want to put in the time!

Now I don't believe you wanted to do that!

Underhand tactics from the Thunder God.

Get your bar up as quick as possible and smash!

Whoa! What hit me?

Come on Kano, I've got something for you

ON THE *OTHER* HAND

FATAL FURY £44.99

Fatal Fury never was such a good game in the arcades, so its Megadrive counterpart was onto a losing battle from the start. Bad animation and below average gameplay make it an extremely wet fish out of water.

72%

REVIEWED: CVG No136

KILL OR BE KILLED!

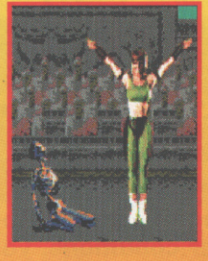
RAYDEN

In the final lunge the Thunder God leans forward and fires a lightning bolt at your head, exploding it in a ball of blood!

SUB-ZERO

This is the one! The ice-man calmly places two hands around your head and with one deft move rips it clean away from your body, spinal column and all!

SONYA

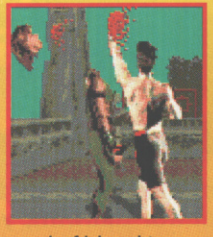


The lycra lass daintily blows an orange ball which fries your flesh leaving only the ashes of a skeleton behind!

KANO

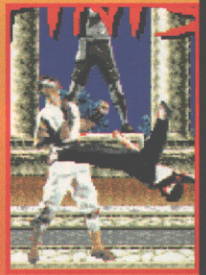
One powerful thrust of his semi clenched fist is enough to plough through an enemy's rib-cage, rip out their still beating heart and display it before their eyes!

CAGE



With one mighty blow the thug swipes your head off your shoulders with only a pool of blood to prove it was ever there!

KANG



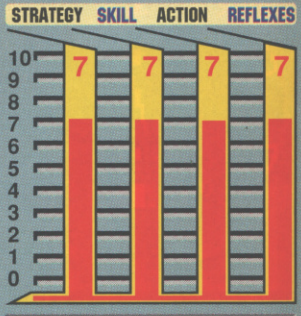
Nothing too gruesome for Bruce Lee's double. Just try a simple flip and a whopping bloody uppercut to sort him!

MEGADRIVE

PROS: The best digitised graphics ever seen on any home format. Above all, great fun to play.

CONS: A touch slow to react to the joypad controls. Once you've committed to a move, there's no turning back.

GRAPHICS	Generally good, but Goro's not convincing at all!	85%
SOUND	Skillin' tunes, brilliant sampled speech and effects.	88%
GAMEPLAY	Once you've found the moves, very rewarding.	90%
VALUE	The best one-on-one Megadrive beat 'em up ever!	90%



MISS OK! HIT

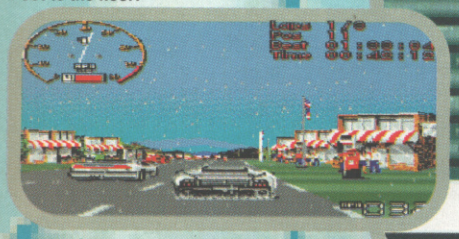
90

REVIEW

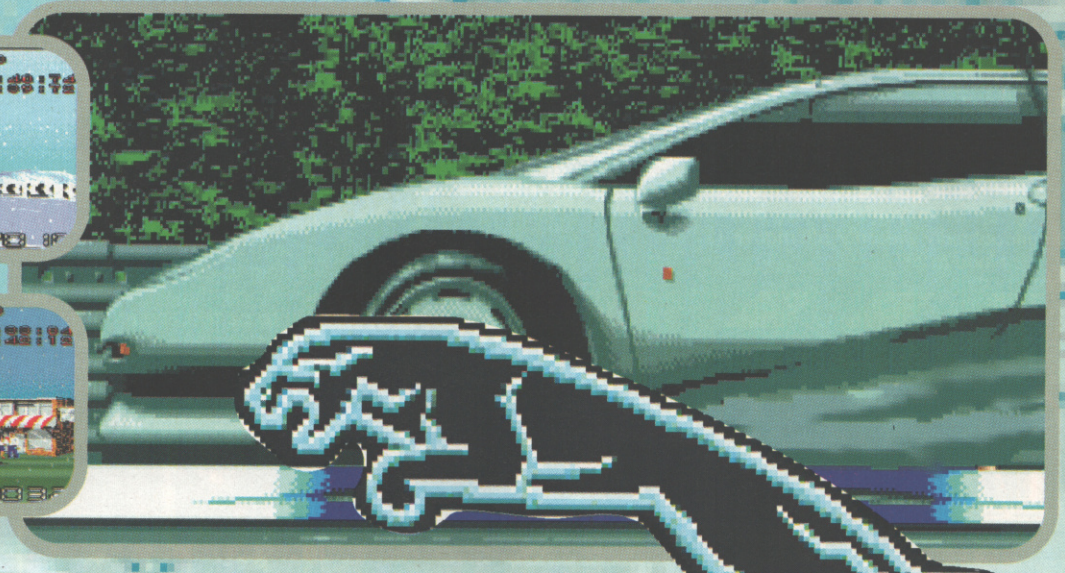
MEGA-CD | by CORE | £44.99

OUT: On import. Contact Console Plus (0532 500445) for information.

No 'snowballs' jokes, please.

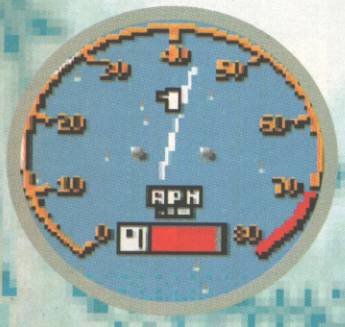


Foot to the floor!

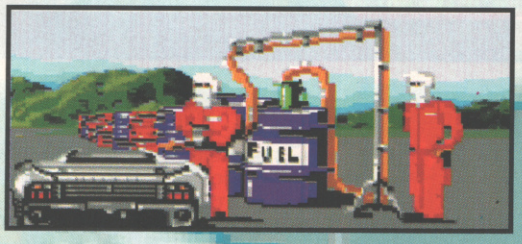


JAGUAR XJ220

Roll over Formula racing games! The car to be seen in these days is the awesome Jaguar XJ220! The fastest, rip-roaringest roadster ever comes to the Mega-CD!

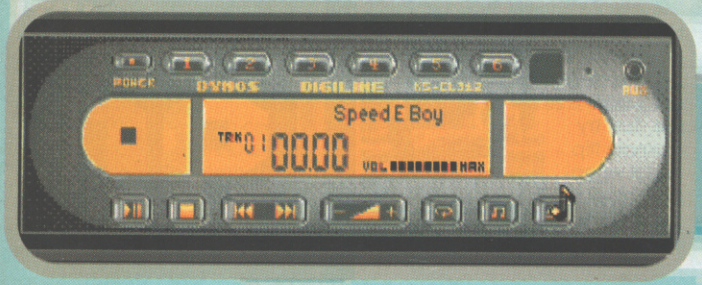


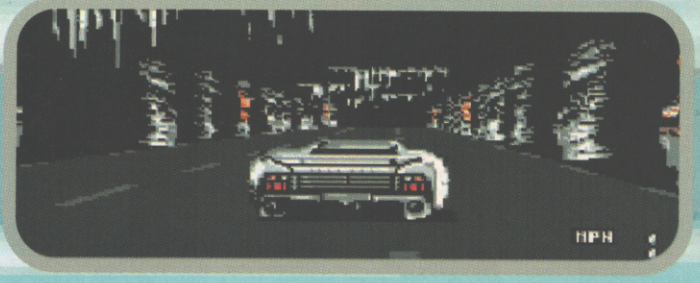
The XJ220 doesn't have piddling stereos...



Of all the ways to make a living, driving excellent cars must be one of the best. For anyone who can't afford anything faster than a tatty old Polo, this is where the appeal of Jaguar XJ220 lies. Take the wheel of the world's fastest production car and travel the world pitting your skills against other fast cars and attempt to earn bags of money to pay the repair bill before the next race With 32 tracks in total, plus an editor allowing you to design your own courses and a pre-race briefing on track records and current weather conditions, you can really put your pedal to the metal and get ready to race!

Hope he's got his headlights on!





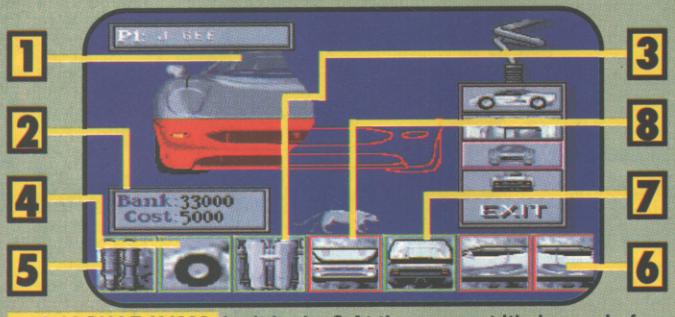
VERDICT

XJ220 was one of the better arcade style racing games on the Amiga, and it shouldn't have been a problem to convert it to Mega-CD at all. Unfortunately, now it's here we're a bit disappointed. The game runs a bit too slow for my liking, and there's no reason why that should be. XJ220 certainly looks the part, and with the track editor there's endless hours of fun to be had on different courses. This isn't a bad game at all – with the current crop of unimpressive CD games it's good to see something that's got some gameplay and doesn't rely on piccies – but if an extra bit of time had been spent souping up the speed, we could have seen something even better.

STEVE KEEN

BLOW YOUR WAD

After being bathed in glory and cash following a race, your next stop is the garage, where you get to spend your hard-earned cash patching up your battered Jag.



1 JAGUAR XJ220: isn't it nice? At the moment it's in need of several thousand pounds worth of repairs.

2 FUNDS: Here you're told how much cash you've got and how much the repairs will cost. If you can't stump up the cash you're not allowed to race.

3 ENGINE: This is the most expensive part of the lot. Blow this and you can practically kiss your career goodbye.

4 TYRES: Take corners badly and you'll skid, damaging the tyres. Just check out the price of a new set!

5 SHOCKS: Some tracks are full of hills and bumps – take them too fast and you'll damage the shock absorbers.

6 WINGS: These are relatively cheap to replace, which means you're at liberty to barge opposing racers off the track.

7 BONNET: Turn too late and you'll career off the track into a road marker, putting a lovely big dent in the front of the car.

8 BOOT: You could be the best driver in the world, but all it takes is some dork to go too fast and you'll end up with a flattened rear.

Cornering is an important part of the game.

CONSTRUCTO TRACK

Finished the best courses the world can throw at you? Then try building your own! Jaguar offers a novel track design feature which actually saves your construction to the Mega-CD's battery back-up system. The first step in creating your dream track is deciding which country it's going to be in. This affects the weather, the terrain and the type of road-side objects you get to use. Your track can be virtually any shape you want, the only rule being that both ends must meet. The finish and start lines are already in place, along with the pit lane; all you have to do is add the bits in between. It helps to have a clear idea of the type of track you want at the outset, otherwise you'll end up with something which is just impossible to drive on.

Go on; select away!

Why not try this course?

The winner's podium awaits you!

VERDICT

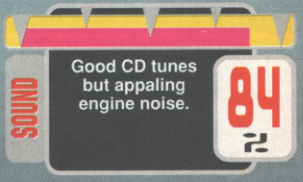
It's a shame that the first true race game on the Mega-CD, disregarding the 'interactive' cartoon game Road Avenger, is a bit of a let-down. Its real failing is the lack of speed; while it's hardly sluggish, Jaguar XJ220 doesn't match up to Senna's GP. In its defence though, there are loads of tracks to race on and the course designer is excellent. Considering the Mega-CD has a top sound chip in it, the engine noises are a sad travesty – I've made more realistic roars using a bottle of fizzy pop and my bottom than the sounds which come out of the speaker! Not the greatest race game in the world, but it'll tide you over until something better appears.

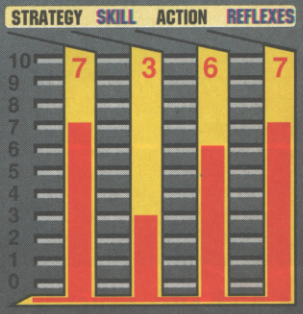
GARTH SUMPTER

MEGA-CD

PROS: Good graphics and an excellent custom track designer.

CONS: Not fast enough and the car's handling could have been more realistic.





MISS **OK!** HIT

73

REVIEW

SNES ▶ by ELITE ▶ £44.95

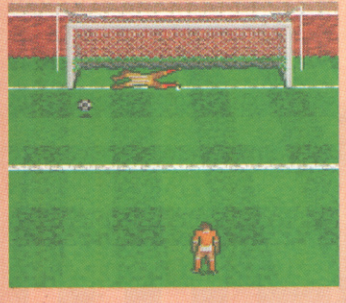
OUT: August. Contact Elite (0922 55852) for information.

It's in there! What a cracker for the Italians!

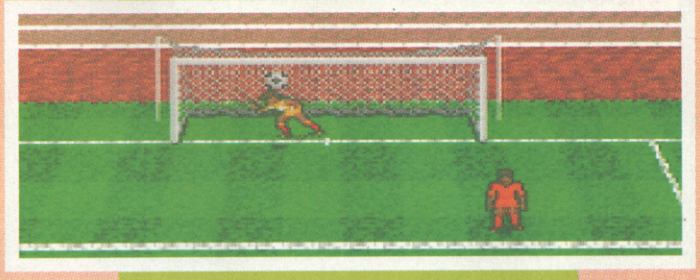
Looking for the best footy game on SNES? You got it!

STRIKER

With almost every previous SNES footy sim well and truly hitting the woodwork, the field is wide open for Striker to break the back of the net.



There have been a number of footy games released on the SNES, but as you all know they've generally been a load of old cack. There was Super Soccer, which was okay for about ten minutes. Then there was Pro Soccer (the SNES version of the classic Kick Off), which was never alright. Now the oh-so successful Striker of Amiga fame has made the journey from keyboard to cart. Striker presents you with what is the strangest viewpoint since that used in Super Soccer. The pitch is viewed from behind the goal (like Super Soccer), but your vantage point is such that (unlike Super Soccer) whilst you get a perfectly good view when shooting down the screen, the goal does not obscure your view when playing up the pitch. There are absolutely bags of options and the footy action shifts at one helluva pace, certainly a damn sight faster than that git Des Walker!



1-0 to the lads in the orange shirts!

VERDICT

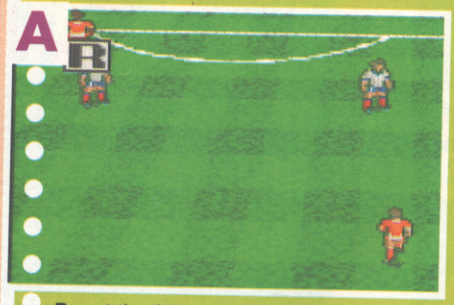
Striker has absolutely everything necessary for a superb game of football and loads of it as well. When you first start playing, it seems like just another Super Soccer-type effort; it's not until you start to explore all the different options that Striker has to offer, that you realise how long you're going to be playing this for. Fun-wise, this is easily the best footy game on the SNES, and whereas that might not sound like much of a brag, I think it's going to be the best sim on the SNES for quite some time to come. Striker has everything; smart graphics, smooth scrolling, great crowd effects (even though the music is awful), superb gameplay and an excellent two-player mode. I would say more about the game, but I'm off to play it...

PAUL ANGLIN

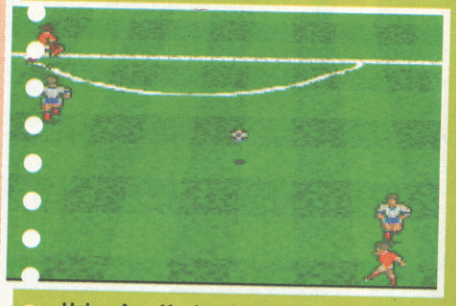
YOU'LL NEVER BEAT DES WALKER – OH, SORRY, YOU WILL REALLY

Seeing as here at CVG we're such a bunch of goal-scoring heroes we thought we'd give you a few quick hints on how to hammer your opposition into defeat:

A



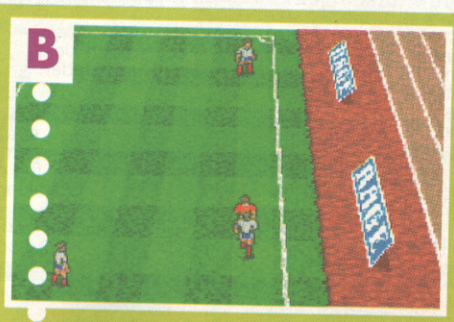
Run at the defenders until you get to the edge of the box and they come out to greet you. You will notice that your player on the left is unmarked.



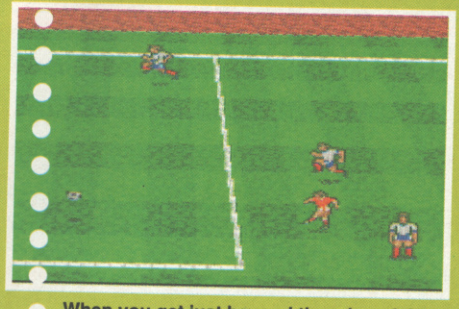
Using A or Y, play the ball through to the unmarked player.

Use A to tuck the ball well beyond the keeper into the bottom-right corner of the goal.

B



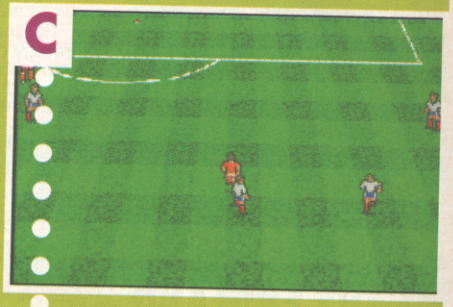
Run your player down the wing tight to the line.



When you get just beyond the edge of the 18 yard box, hoof the ball into the area using Y.

Provided your players have got up the field quick enough, there will be one standing in line with the middle of the goal. When the ball reaches your player push toward the top-right corner of the goal and hit A.

C



Run toward the goal, making sure you have plenty of players up with you.

When you get just inside the penalty area, use Y to whack the ball against either the crossbar or the post.

Use Y to perform either a diving header or an overhead kick beyond the out-of-position keeper.

ON THE *OTHER* HAND

78%

REVIEWED: CVG No112

SUPER SOCCER

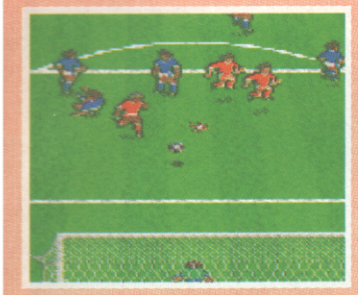
This has been around for some time now and is more or less the same as Formation Soccer on the PC Engine. The gameplay is pretty fast and the only real niggle is that when you're playing up the screen your view is somewhat obscured by the goal.

"IT'S A GAME OF TWO HALVES"

The most simple match you can take part in is a friendly game. This is just two countries, one-on-one. There are no points up for grabs in a friendly and you can choose who you want to play against from a selection of 64 international teams. This is a good way of getting used to the game and learning how to play without risking the loss of points. If you're really crap, then you can select always choose Brazil and play the Faroe Islands; hey, maybe England could beat them!

A penalty to be offered here, methinks.

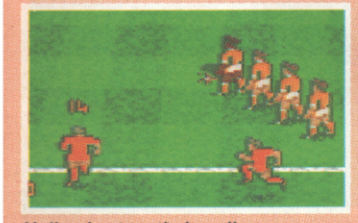
STstriker



He's free! But can he score?

IF THE ENGLAND TEAM CAN PLAY FOR ENGLAND SO CAN I

If you want to practice your football skills with no opposition, you can go to the practice mode, which includes a penalty shoot-out, two-player penalties and ball control. The penalty shoot-outs are pretty self-explanatory; it's actually worth practising your penalties because they are used quite regularly. Ball control is just a very simple kickabout, which sees your team and another goalkeeper kicking the ball around on the pitch and honing their silken skills. What's tops about this option is that you can practice all the best curling shots without any opposition hounding you – hurrah!

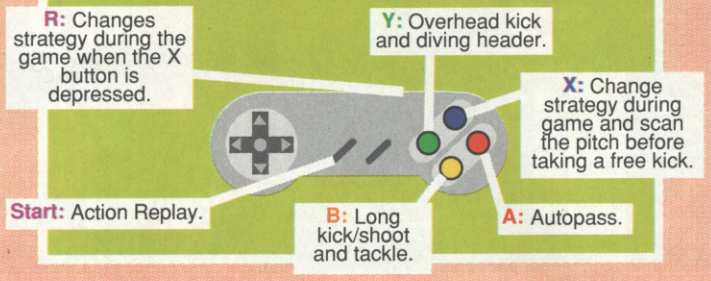


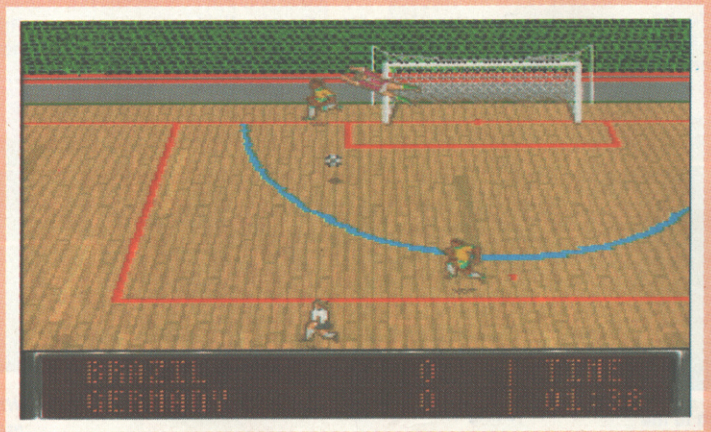
Holland set up their wall...

...and they've pick up the spare man. Clever lads!

"I STILL BELIEVE TAYLOR IS THE BEST MAN FOR THE JOB" – P SWALES

There are a total of four different joypad configurations, but here's the one we use:





That goalie's taken off!

WADDLE FOR ENGLAND – THE FOOTBALL-LOVING PUBLIC

Indoor football may not be much of an international event, but it is a right old laugh. The good thing is that the rules of standard five-a-side matches do not apply, so you can shoot in the area and hit the ball over head height. The main advantage of indoor football is the fact that the ball can never go out of play. This means that you can really mess your opponents up by bouncing the ball off every wall and turning it into more of a pinball game than a footy match. The walls actually do help a great deal, because if you break away and there are none of your players up with you, you can use the wall in a one-two and score an unstoppable goal. Indoor football includes all the competitions that are in the usual football comps, so you're laughing.

VERDICT

SNES-owning soccer fans have been gagging for a big dollop of footy fun longer than Graham Taylor's been waiting for a decisive England victory – and while he'll have to wait a bit longer, you can just get hold of Striker! Elite has done a grand job of converting the Amiga original, with its excellent 3D viewpoint and well-speedy gameplay. There's a ton of options in there to suit all tastes, and all the rules of the game have been adhered to. I'm a fan of two-player games and Striker is a fine example of just such a game, but that doesn't mean that the single-player option is plops – all the SNES-controlled teams are very difficult to beat and you'll have a top time trying. English footy may be doing an impression of English cricket of late, but our national sport is more than well represented by Striker!

PAUL RAND

SNES

PROS: Highly original viewpoint of the pitch and gameplay is completely addictive, too.

CONS: A little too much of the "ball sticks to your feet" syndrome for footy sim fans.

GRAPHICS	Well drawn, super-speedy sprites and smooth pitch scrolling.	89%
SOUND	Great in-game effects, tbut the music on the menu is awful.	91%
GAMEPLAY	Enjoyable, competitive, addictive and totally brilliant in every conceivable way.	83%
VALUE	You won't stop playing this for aaaages.	87%

93

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REVIEW

MEGADRIVE ▶ by TENGEN ▶ £39.99

OUT: On import. Contact Console Plus (0532 500445) for information.

TENNIS GAMES ARE FLOWING IN ON MEGADRIVE – HOW DOES TENGEN'S LATEST FARE?

DAVIS CUP TENNIS

Doubles matches are played at a far greater speed than singles; it's bearable if your partner is computer controlled.

Tennis. Now there's another sport that we're not very good at. There was Andrew Castle last year, the first British tennis player to stir up any national pride in the sport since Fred Perry – and that was so long ago that even his T-shirts are unfashionable now – and what does he do? As soon as he realises he's in danger of winning he throws the match away. This can now be avenged though, without risking injury or paying a million quid for a couple of strawberries and a dollop of Unigate cream. Break out your Megadrive, put on your LaCoste shorts and hit the courts for the challenge of the Davis Cup.

Your doubles partner expresses his disgust at your inability to produce the most basic of shots. If this were real life you could expect a racquet around the head.

Diving is often the only way to reach the ball. Unfortunately, the resulting shot is very easy for your opponent to hit.

For a real challenge try an indoors double match. The pace is ferocious.

On professional level you'll need every shot in your arsenal if you want to win.

COURT MARTIALLED

Davis Cup has four different kinds of court, each of which affects the way the ball bounces and what speed the game is played at.

HARD

This is basically the kind of thing you find in parks – Tarmac with a net stretched across it. As a result the ball tends to fly off the ground at some incredible speeds.

GRASS

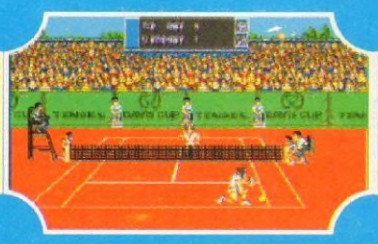
Low but fast bounces are the norm here, so be prepared to take your game to the net. Volleys are the best shot here. It isn't easy, but playing the ball long from the net works best.

CLAY

The ball bounces lower and slower on this surface which makes it better for beginners. It's also a very good place to practice your net game, as you have plenty of time to run back if you foul up.

INDOOR

Similar to hard court, but if anything it's slightly faster. When you think you can beat the best this is where you should come. All your tactics have to come into play if you want to succeed here.



MAN ON MAN ACTION

The real action takes place in doubles matches, where you can play any combination of two human and two computer players. It's usually best to have a computer-controlled player on your side as it's highly unlikely that a sad human duo will have the coordination to beat a hundred quid's worth of Sega Megadrive. The Davis Cup isn't the only tournament you can take part in, either. Exhibition matches, for example, are a particularly good source of practice against better opponents. When you think you're good enough you can take on the best the world can throw at you in the doubles challenge mode. You start off with the modest sum of $20,000 which you can spend on training and, more importantly, travel to exotic tennis-playing countries. These tournaments attract the best players, so you'll need to be good if you're going to stand a chance of winning. If you fancy something a little more sedate, there's a neat split-screen, two-player mode. It's not instantly clear who's in which half, but a quick couple of swings is usually enough for you to make a positive ID of your player.

ON THE OTHER HAND

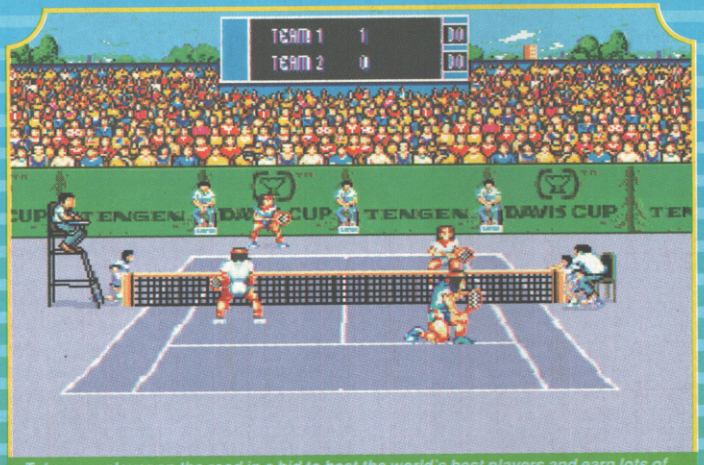
AMAZING TENNIS : £39.99

If it's realism you want this is the place to come. Large graphics, challenging gameplay and an excellent scrolling court make this one of the best Megadrive tennis sims yet. Not as fast as Davis Cup Tennis, but just as playable.

83 %

REVIEWED: CVG No140

The computer player rubs it in that he's good at the game and you're not.

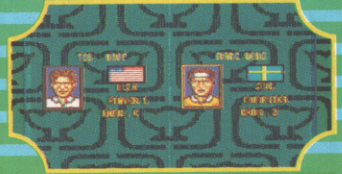


Take your player on the road in a bid to beat the world's best players and earn lots of cash in the process.

TAKE IT EASY

Because of the speed and timing involved, this is a very difficult game to get to grips with initially. Tengen has incorporated several practice modes, the easiest of which has you blatting balls wherever you feel like it, while the next level requires you to spang the ball off targets. You can also practice against a computer-controlled super player who always returns the ball at maximum speed. There's a beginners mode too, where the computer takes care of hassles such as moving your player – all you have to do is hit the ball, which is still tough at the beginning.

A computer player partners a human on either side of the net.



There are all sorts of players, ranging from sad British failures to super-slick Swedes.

VERDICT

There I was, sitting back, moaning about the lack of Megadrive tennis games when all of a sudden two come along within the space of a couple of weeks. There's not much you can do with a tennis game but, when you compare this to Amazing Tennis, they're worlds apart. While the latter is ultra-realistic with moderate-paced action, this game goes at 100mph. There's no chance for a breather, and as soon as you complete the tournament you can take your player around the world to challenge the best of the best. Easily as good as Amazing Tennis, better if you're after action as opposed to realism.

PAUL RAND

MEGADRIVE

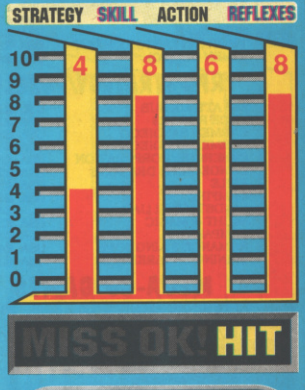
PROS: Plenty of different shots and lots of tournaments to enter.
CONS: Takes ages to get used to the controls and the lesser computer players are really dim.

GRAPHICS 80 %
Small court, but good player animation.

SOUND 66 %
Occasional sampled speech and crowd noises.

GAMEPLAY 86 %
Good training modes and loads of opponents to beat.

VALUE 88 %
Lots of different play modes to keep you hooked.



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REVIEW

by SEGA

£39.99

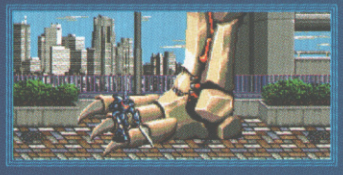
OUT: July. Contact Sega (071 373 3000) for information.

MAZIN WARS

Our hero meets the baddies for the first time.

When your home's been invaded by loads of toxic wasters, there's only one thing to do – kick their ass!

Godkaiser Hell's Steelmask force has launched a relentless attack on Earth, sending the ecosystem hurtling out of control. After years of research, Professor Kabuto was able to develop the first weapon that stood a chance of making any kind of assault against the invaders – Mazinger-Z! This bio-army has been specially developed to cope with the huge arsenal of chemical weapons that the enemy will throw at him. The success of the assault is in your hands; good luck.



THE BIG BOSS MEN

The most graphically impressive parts of Mazin Wars are the side-viewed Streetfighter II style bits at the end of the levels. At the end of each sub stage (there's three on each level) you'll fight against the end-of-level baddies' foot or arm! This is because they're so big. But at the end of the stage you'll be transformed to enormous size and do battle with them. You're both armed with a weapon each; most of the time the boss has two though, and it's a well-hard fight to the death. The animation in this section is on a par with that of Cyborg Justice – they are the most fun and very hard. It's a shame the rest of the game's not like this.

The whirly move of death.

Press the A button for a special attack, just like this one.

MOVE ON UP

The Mazinger-Z has been specially designed to deal with the biobeast army and so has been given a large array of moves. Seeing as there are two distinctly different modes of play, there are two different ranges of moves. The A button will perform a special whirling attack which, although it draws on your energy, will wipe out anybody unfortunate enough to get close to you. One of the hardest moves is the spinning slash. Sounds odd? It's dead good. This involves you tapping the joypad twice to make your man run before pressing jump and attack to spin through the air, sword outstretched. The moves in the subsections are all pretty simple, so you should be able to work them out for yourself.

VERDICT

At first this seems absolutely awful! But then you realise that it's not quite as bad as you thought. Unfortunately, Mazin Wars never advances beyond the point of 'above average'. The main game is similar to Golden Axe but with far less action. It's not all bad, though. The animation is so fluid and the moves are really over the top, and when you add the smart sound you really get the feeling that you are a twenty-foot tall hard man knocking seven bells out of a similarly clad bloke. Why wasn't the whole game like this.

PAUL ANGLIN

MEGADRIVE

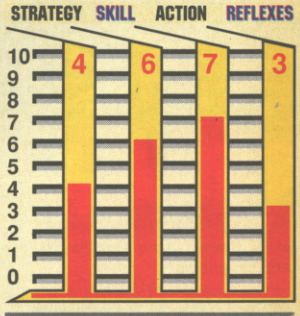
Pros: The one-on-one subsection is superb – and that's it really.
Cons: Boring, uninventive gameplay is the order of the day.

GRAPHICS 68%
Master System-esque sprites run around the boring backdrops. Except for the one-on-one bit which is great.

SOUND 65%
Horrible tunes grate around your TV. But the effects are quite good.

GAMEPLAY 69%
Very hard but also very dull. Apart from the one-on-one bit; that's great.

VALUE 66%
It won't be long before you get bored with the four levels and two final bosses that this has to offer.



MISS OK! HIT

63

REVIEW

MEGADRIVE ▶ by SEGA ▶ £44.99

OUT: July. Contact Sega (071 373 3000) for information.

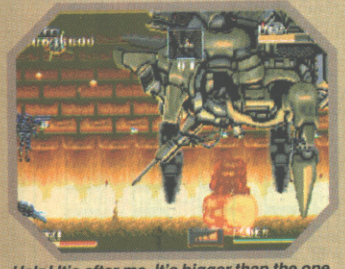
Smart backdrops, eh?

Aieee! Watch out for those drones.

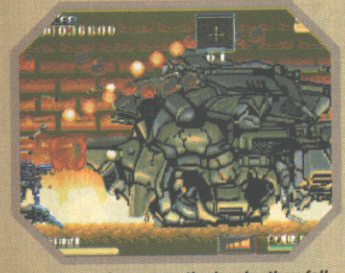
RANGER-X

With the distinct lack of decent Mega–CD games available, Sega needs to put all its weight behind cartridges – and by crikey has it done so here!

The Earth lies completely ravaged by the Great War (strange definition of great, that!). Whole towns levelled, huge forests wiped out, entire races systematically slaughtered and Zig and Zag banned from morning television. (Aieee! The ruthless, heartless gets!), But luckily, in true 2001 style, the people of Earth have come across a strange alien device containing information about the Galaxy with which they can finally get things sorted. One girl, Nina, can make sense of the alien jargon. But she's been kidnapped by the evil Ogiiwise, who have their own ideas for the use of the artifact. But all is not yet lost; Nina's childhood sweetheart, Kenta Kamino, stumbles across the huge assault suit known as Ex-Ranza and finds a nippy rocket-powered, one–wheeled bike (it looks a bit like one of those crappy old Sinclair C5 things). Now he can set off in search of his love – and to save mankind, of course.



Help! It's after me. It's bigger than the one off Arachnaphobia!



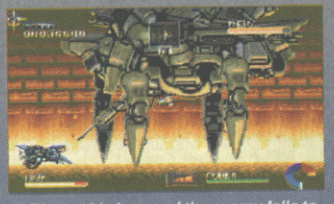
The bigger they come the harder they fall.

NEW PAD ON THE BLOCK

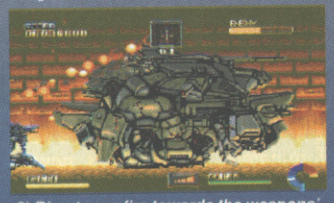
Ranger-X is one of the first Megadrive carts to make use of the six–button joypad. Originally designed for use with Streetfighter 2, Sega obviously thought they'd give it a bit of a test run before they let it loose on the beat 'em up fraternity. And to be honest, this can't be called anything other than a test run. As great as the game itself is, there's really no justification for using the pad at all. The top row of buttons controls the direction of the bike (the fact that you can also do this with the directional pad must have slipped Sega's mind) and the bottom row fires and turns you around. Although there's really no point in using the pad, it does mean that you get a chance to get used to the feel of it before Streetfighter 2 and Mortal Kombat appear.

THE CVG GUIDE TO KICKIN' SPACE ASS

Level 1



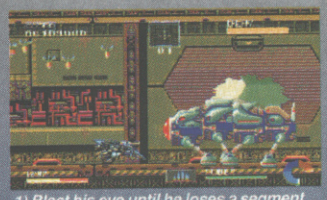
1) Blast at his legs and the enemy falls to the ground.



2) Direct your fire towards the weapons' turret and let loose.

3) Destroy the last turret and he's toast, boyeee!

Level 2



1) Blast his eye until he loses a segment...

2) Then blast at his eye again until he loses another...

3) Then just constantly blast again until he buys it, but watch out for his deadly lasers – they hurt.

VERDICT

Ha! All those people who thought cartridge software was dead and the future lay in CDs, well check this out and eat those words! Ranger-X packs an absolutely huge amount of game into one modest-sized cartridge. As Anglin has already commented, this bears a striking resemblance to Cybernator on the SNES, and as much as I loved that, I'm of the opinion that Ranger-X beats it hands down. It's just sooo bloody fast and hard and addictive and great and brilliant in every way imaginable. Hurrah for Ranger-X and his one-wheeled rocket bike of doom.

PAUL RAND

PICK ME UP

When your energy is getting a touch low you can boost it by finding a refill station. When you find one, simply land your Ex-Ranza in it and watch the energy top up to your delight. There is one drawback, however. Using refill stations draws on the power that supplies your special weapons. There are various ways of topping up your power, depending on which level you are on. For example, to fill up your power on the second level simply fly to the roof of the cavern as soon as you appear. You will notice a slight raise on the roof of the cavern. Blast this and light will come flooding through, allowing you to refill. There are numerous spots where you can do this throughout the second level. As for the other levels, you'll just have to find them, won't you.

Now you've wasted the power supply, the gun's harmless.

Eye eye.

WELL 'ARMFUL

Although as Ranger-X you are only equipped with one basic cannon,there's a variety of different special weapons to collect. You start the game with the flame thrower and bombs, the latter of which are especially helpful if you need to take out a large emplacement from the air – they don't take away too much power, either. The flame thrower on the other hand absolutely eats power and isn't that accurate either. But never mind; among the others available to you are thunder, fire and a very powerful wide beam. You'll have to look very hard to find some of these, but that's what this game is all about, so enjoy.

Whoaa! Baby, cookin' tonight.

Mind the trees.

CONTROLS

X: Move bike left
Y: Uses special weapon when off bike
Z: Move bike right
A: Fire left/ Turn Ex-Ranza to the left
B: Uses special weapon when off bike
C: Fire right

VERDICT

Although Ranger-X has been heavily influenced by other games, it is still one of the hardest blasters you'll play on the Megadrive! It's similar to that of Cybernator apart from one thing – it's just so much better! Whereas Cybernator was just a "hit the fire button and turn off your brain" kind of game, Ranger-X has had far more thought put into it. You can see that all of the levels have been planned out meticulously with time and effort obviously spent on each. This is one of the best blasters for a very, very long time!

PAUL ANGLIN

MEGADRIVE

PROS: Superb playability, marvellous graphics and attention to detail. You just can't fault this game.
CONS: Errm...sorry, we can't find anything really at fault with the game.

GRAPHICS — Brilliantly animated sprites and superb attention to detail in the backdrops. **90%**

SOUND — Very loud explosions and dead good thumpin' tracks. **92%**

GAMEPLAY — Meticulously planned out, very hard and frighteningly addictive. **94%**

VALUE — With a game this hard, you'll be blasting for weeks – believe me! **94%**

MISS OK! HIT

93

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Give up your seat on the tube every day

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Get on a bus you've never been on before

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Croon to your partner under a full moon

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Say yes for a day

TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.
Take a picture of your back
Take a friend to the zoo
Croon to your partner under a full moon
Get on a bus you've never been on before
Do a jigsaw puzzle
Dance in the front garden
Get your hair cut
Shave your head
Dance in the rain
Feed the birds
Fast for a day
Visit an art gallery
Buy a hat
Write a poem
Use a fountain pen
Feed someone else's meter
Walk home today
Carry a flower all day
Feed the dog
Paint your toe-nails
Invite your neighbour to tea
Take your granny to the movies
Give your favourite possession away
Stop saying no for a whole week
Memorise a Woody Allen joke
Put on a dress
Tell the truth for a day
Write to your MP
Scream
Make a wish
Put the kettle on
Go home a different way every night for a week
Take up knitting
Learn to listen more
Listen to Rodigan's next show, in the park
Sing a song at the top of your voice
Spend an afternoon speculating on how to make a million
Help a stranger with their shopping
Forgive someone
Write a fairy-tale
Phone someone you love
Give up your seat on the tube every day
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum
Go on holiday and don't take any luggage
Say yes for a day
Put your name on a star
Stop someone getting AIDS
Learn to fly
Do a cartwheel
Tell someone your dreams
Walk on the grass
Make a million pounds
Talk about God with a friend
Wink at someone ugly
Buy the next record you hear on Kiss
Buy your boss a present
Tell someone you appreciate what they do
Buy a friend your favourite book
Tune into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it
Only boil as much water as you need
Learn a new word every day
Do one thing to make the world a better place to live
Kiss 100fm

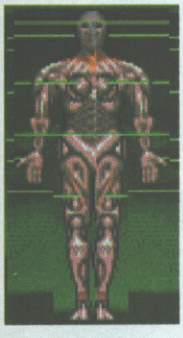
REVIEW

AMIGA ► by ELECTRONIC ARTS ► £34.99

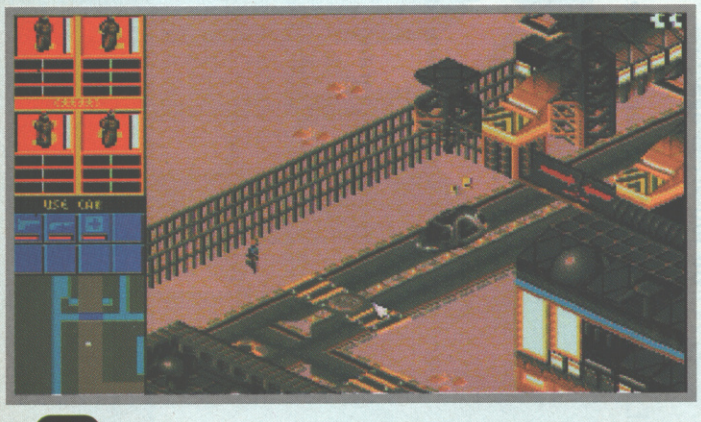
For more information call Electronic Arts on (0753)549442

SYNDICATE

EVER THINK YOU WERE SOMETHING ELSE? SOMEONE ELSE? SOMEWHERE ELSE? DON'T WORRY... IT'S ALL IN YOUR HEAD.



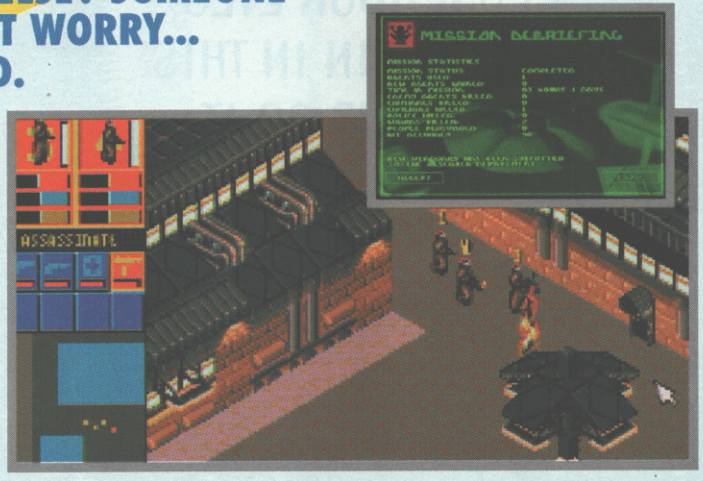
In the cut and thrust world of high-level business it's kill or be killed - by four men in trench coats armed with mini-guns. This is the world of Syndicate, a world where governments have been replaced by giant corporations who will go to any lengths to stick one over their rivals. Set 80 years in the future, the planet is now divided up into 50 areas, each under the sway of several of these organisations. Your job is to make your corporation the biggest on the planet by wiping out the opposition with your crack squad of android terminators.



The only way into this city is by car.

THE GLOBAL PICTURE

As a junior executive in a small, highly unsuccessful syndicate, your briefing is to simply achieve world domination for your company. Don't want much, do they? This can only be done by assassinating executives in other corporations and kidnapping their scientists. Instead of risking it all by doing the dirty work yourself, you've got a squad of cyborg assassins cryogenically frozen in your basement who can be thawed out and sent on raids. Apart from the physical alterations, they've each had lobotomies so they obey your orders without question. To capture a territory you must first complete its mission goal, which may be as simple as kidnapping an executive or as violent as killing every enemy agent operating there. The game is played in real time, which would make things difficult if it wasn't for the fact that all four agents can be instructed to perform the same action simultaneously, so you're not constantly issuing orders to individuals.



Hah, burn enemy agent, burn!

VERDICT

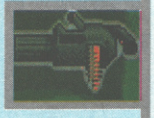
I had my reservations about this game when I first saw it, expecting it to be nothing more than a glorified Powermonger or Populous rip-off. My fears were soon laid to rest however, this is ace! Not only is it massively original, it's also probably the most violent game ever seen seen. My only criticism is that the graphics are a little too small, but they're bearable. Don't expect out and out action, as a fair bit of strategy is called for. If you can handle that, then get your jaws around this – a potential game of the year!

GARTH SUMPTER

MAXIMUM DEATH!

The big guns are out in force in this game. In order to stand even the slightest chance of completing the later missions you need to have the, biggest, hardest weapons imaginable. The job of providing you with this kind of heavy-weight kit falls to the Research and Development department, who spend their days trying to come up with new guns for your assassins. The top-of-the-line death machines include:

MINI-GUN: Spray your enemies with 20,000 rounds a minute!



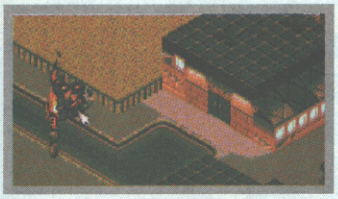
GAUSS GUN: Actually, it's a rocket launcher. Take out dozens of people with one shot.

LASER GUN: Cuts through metal, wood and people as if they weren't there.

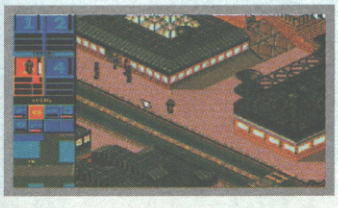
UZI: Small, cheap and light. The perfect back-up weapon.

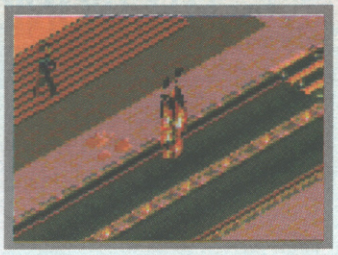
FLAME THROWER: Short range, but incredibly deadly.

The mission complete screen.

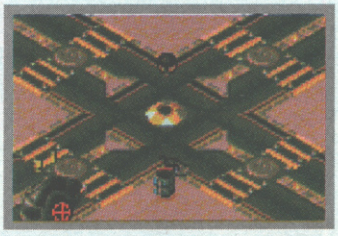


Take out cars with your mini-gun.





Flame thrower death to the max!



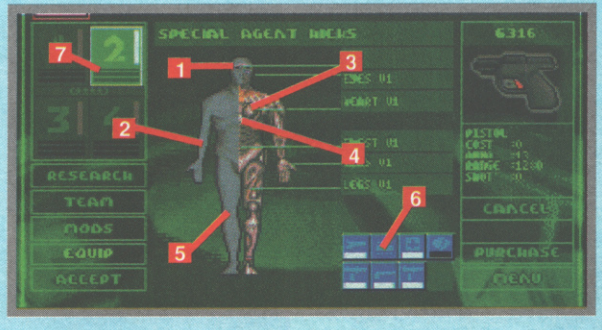
Always use your Green Cross Code.

GORE GALORE

One of the most outstanding aspects of the game are the ultra-violent graphics. Blast someone with a flame thrower, for instance, and their burning body staggers off before crumpling into a smouldering heap. Urgh! When someone buys it their corpse is left where it fell, so if you're in a particularly violent mood the surrounding area looks like a scene from the Texas Chainsaw Massacre. Cars can also be hijacked and used. All you have to do is fire a few shots off at one, and the owner will obligingly pull over then run away, leaving the keys in the ignition. There is a drawback though, if the car is destroyed with your people inside, they'll have to be shipped home in an ashtray.

DIY TERMINATOR KIT

If you don't want your agents to go out armed with nothing more than menacing looks, you'll need to come to this screen. Here you buy the weapons, ammo and cybernetic body parts which help turn them into the ultimate killing machines.



1 A new brain increases your agent's awareness and ability to take care of himself.
2 With a pair of cybernetic arms your agent will be able to carry even more weapons.
3 A replacement heart increases stamina and overall physical performance.
4 Add an armoured chest to protect the new heart and increase damage resistance.
5 Robotic legs come in handy in those rare situations when you need your agent to leg it from a fight.
6 Your agent's equipment is shown here. Ideally he should have three guns.
7 Click on these to cycle through your currently selected agents.

VERDICT

This is what the Terminator should have been! The violence is incredibly over the top, with gallons of blood and loads of explosions. In fact it's probably a bit much for younger gamers, so you've been warned. Considering you're in charge of up to four characters at once, the game is very easy to play, utilising a simple point and click control system. There are over 50 missions to complete, each requiring individual tactics and specially prepared agents. Providing you can handle the violence, you'll be playing this one for a long time to come.

PAUL ANGLIN

AMIGA

PROS: Excellent violence and loads of levels.

CONS: The graphics are a little on the small side.

GRAPHICS	Brilliant animation and some stunning scenery.	84%
SOUND	No music, but incredible digitised effects.	78%
GAMEPLAY	Easy to get into and a good variety of action.	90%
VALUE	Over 50 challenging missions to complete.	91%

MISS HIT

91

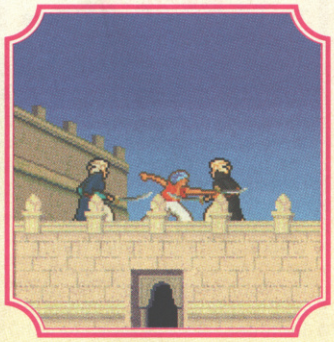
REVIEW

PC ▶ by ELECTRONIC ARTS ▶ £39.99

OUT: Now. Contact Electronic Arts (0753 549442) for information.

There's no shame in running. In fact if you don't they'll just keep coming!

Gorgeous locations abound!



Two at once! You never saw that in POP!

PRINCE OF PERSIA 2

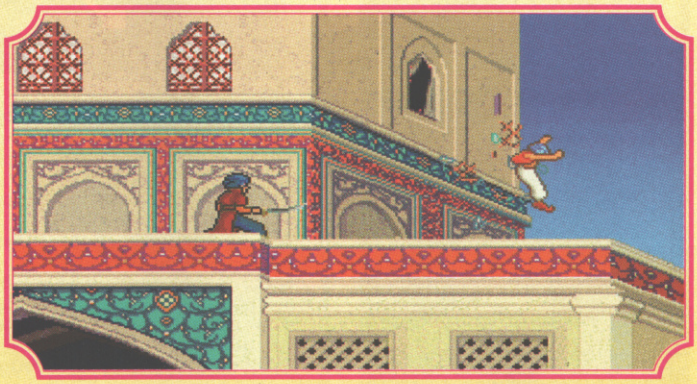
THE SHADOW AND THE FLAME

Plastic surgery does wonders these days!

Quick exits? We got 'em!

He's got his eyes everywhere that Sultan.

Scant few games have reaped as much success across the computer and console board as Prince Of Persia. The superb animation and gameplay set incredible new standards on the Amiga and blew every other animated adventure out of the water! The bad news is that this time round it doesn't look like there's going to be an Amiga version of the sequel for some time. However, the PC offering is already upon us – and it's even hotter than a white dwarf's nebular! Swashbuckling Arabian Knight-style adventure, a full cast of dastardly villains and stunning locations abound, so pull up your silk pantaloons, don a turban and set sail for a classic adventure!



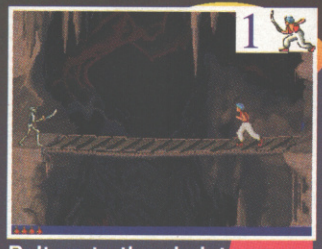
Leap and bound or you'll be crowned!

VERDICT

Broderbound needed something in the sequel to Prince Of Persia that would really 'zap' and in POP 2 they've kept all the amazing animation and delivered some of the most captivating graphics, plots and gameplay since Flashback! Tons of enemies, even more traps and puzzles that you could drift off and drown in! This game grabs you by the senses and drags you further and further in until you just can't pull yourself away. Get a fix of POP 2 and rediscover what the PC does best – high quality graphic adventures that just can't be matched. Fantastic!

STEVE KEEN

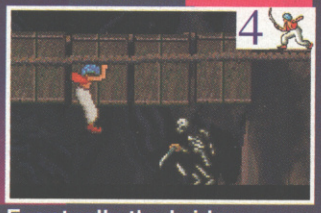
SABU THE ELEPHANT BOY RETURNS ON CHANNEL 4



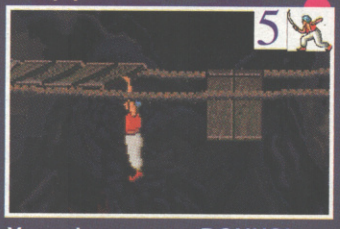
Pelt up to the skeleton as fast as you can.

Get close enough for him to swap places.

Push boney back until you're on the fifth plank.



Eventually the bridge collapses; turn before and grab.

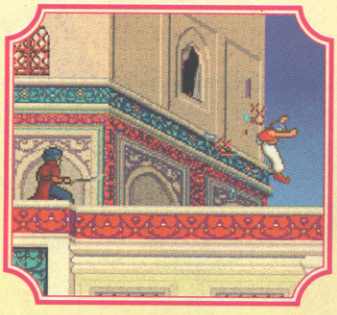


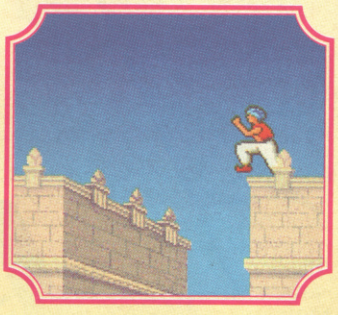
Yes, nice move – BONUS! Now scramble to strategy.

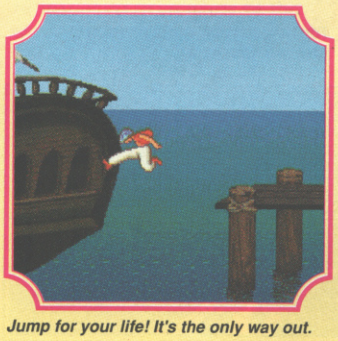
Hurrah! Defeated, dumbfounded and deceased. Now finish the level.

MOVE ON UP

Fabulous digitised traced graphics of flabbergasting realism have splashed back onto your PC! The Prince has learned some new tricks and, along with his brand new threads, he's got even more animation to wow you with. Now, when our hero dangles from ledges he swings backwards and forwards. When you let go will decide where you land and how! The animation is as slick as ever; it's just like having a real person running around inside your computer! Most of the Prince's perilous leaps will require pinpoint accuracy, often resulting in you having to grasp out at thin air to catch the edge of a ledge and scramble up to safety. Breathtaking stuff!


Straight in at the deep end.


It may look far, but you can make it!


Jump for your life! It's the only way out.

LET'S SCRAP!

Whereas the original had you fighting only one baddy at a time, the Prince must now take on nearly triple the amount of enemies in sword-smashing, swashbuckling style – often at once! You're thrust straight in at the deep end from the beginning as you smash through the windowed tower of the palace pursued by throngs of royal guards. Draw your glinting scimitar and slash through the opposition to beat a path to your escape. They come from all sides and you'll have to block, parry, slash and rasp until you get away. Not all your enemies are even of this world in the underground dungeon stages things get curioser and curioser as piles of bones come to life, turning into blood-thirsty armed skeletons intent on stopping you in your tracks!

VERDICT

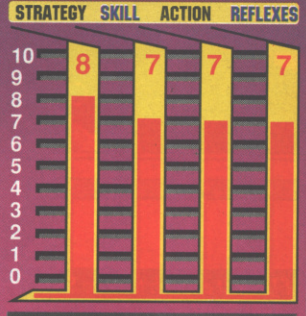
Prince of Persia was the game that took computer animation into the next dimension and this sequel is everything that the original was and more; animation is still excellent but the graphical detail and variety of the game really excells. Traps are much harder but there's oodles more variety – I especially liked the ability to change into Shadow Man and leave your body behind to scoot around without being hit. Broderbound came up with a real winner with POP1 – with the sequel, they've really shown that it's possible to improve on perfection.

GARTH SUMPTER

PC

PROS: Tons of atmosphere and addictive as hell. Great locations and fiendish puzzles.
CONS: Some of the puzzles are a bit obscure and unless you stumble upon the solutions by accident you'll never work them out.

GRAPHICS	Colourful and realistic, subtle and striking!	90%
SOUND	A little tinny, but reacts to the action brilliantly.	87%
GAMEPLAY	You'll be hooked for weeks with the perfect arcade puzzle mix.	92%
VALUE	You won't find a more enjoyable romp.	94%



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REVIEW

MEGADRIVE ▶ by DOMARK ▶ 44.99

OUT: August. Contact Domark (081 780 2222) for information.

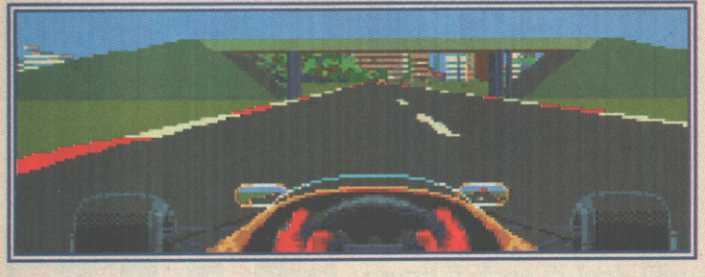
Boldy go where only one Brit goes every 20 years! The Formula One world championship!

With our lad Nige showing those Yanks a thing or two about Indy Car racing, his old rivals are now free to claim his crown. While there's not much we can do about that, there's always F1 which lets you take them on from the comfort of your armchair. The game is an official Grand Prix licence, so Domark have been able to include big name drivers as well as all 12 championship circuits. To give you the edge, your car can have custom tyre, wing and gear settings. So pull on your fireproof gear, get out of the pits and head for Formula One world domination!

The road ahead looks deserted – probably 'cos there's nobody else on the track in this practice mode!

TWIN TURBO

If conquering the Formula One world in Championship mode seems a bit daunting, there's an easier arcade game. Here the object is simply to pass a set number of cars each lap, or be disqualified. If you can dig out a second joypad and a friend, you can enter into some top split-screen, two-player driving action. Player one takes the top half of the screen with the other would-be champion at the bottom. For you ultimate sad cases who only pretend to have friends willing to play with you, the Megadrive can even take the place of the second player, although this isn't as much fun because it doesn't respond to threats of violence like your little brother will!

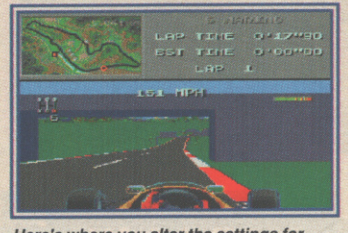


Top polygon and sprite combined-on-screen action here!

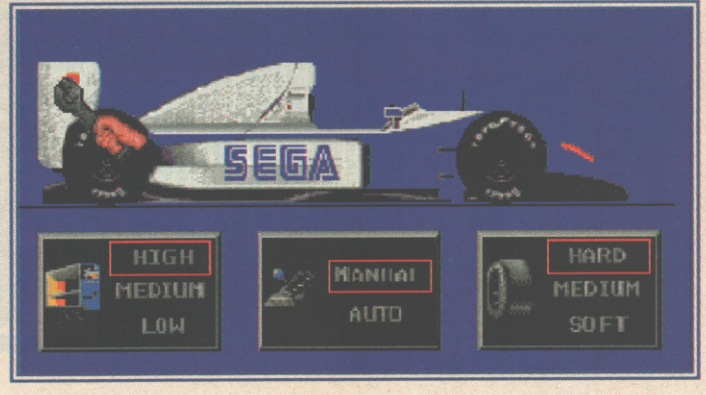
MAN OR MOUSE?

No matter how good you think you are at driving games, you'll come unstuck when faced with F1's speed. Because real-life Formula One cars aren't very robust, the game features several idiot modes where the cars are far slower and take a lot more punishment. Even the opposing drivers are nicer, providing plenty of room to overtake them. Only wimps play at this level; real drivers, on the other hand, go for Expert, where the cars are almost twice as fast and just so much as scratch on the paintwork will take you out of the race.

If you don't straighten up within a matter of nanoseconds you'll crash – Aiieee!



Here's where you alter the settings for your car – spoiler, gears and tyres.



VERDICT

F1 is fast enough to have Sonic himself pack his bags and slink off with a disgusted look on his face. There has never been anything quite like this on the Megadrive before. While the two-player game sounds good on paper, it's actually very confusing as you're both up against the computer racers and there's so much happening on screen it's hard to concentrate. The only stupid thing about this game is the way your car rockets into the air when you crash into a sign or another vehicle. Ignore that and you've got one of the best and currently, the fastest race games anywhere.

PAUL RAND

As you might guess, Anglin's the sad one who's spanged into the barrier.

Split-screen shenanigans in the F1 two-player mode!

Your car's about had it so it's time to slip into the pits.

Ooh, nice bit of overtaking there – and right beside the grandstand, too!

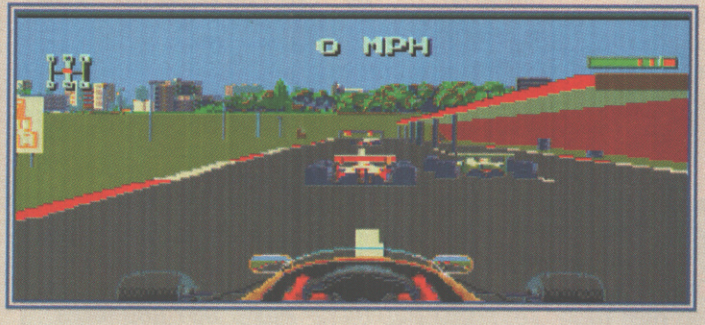
THREE OF THE BEST

F1's 16 tracks all vary when it comes to difficulty. Some allow you to open the throttle and cruise at 200mph, while others call for precision steering at slow speeds.

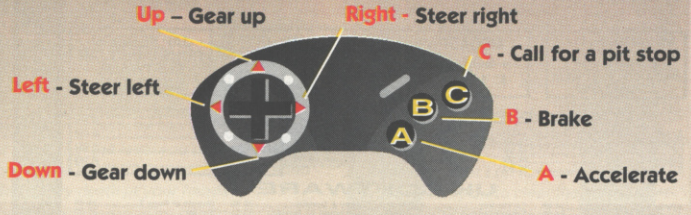
Fuji – Japan
This is the best track for beginners. The first turn is the worst, so slow down to around 120. You can make up loads of time on the long straight before you hit the start line.

Barcelona – Spain
Tougher than Fuji, but still in the little league. The straight isn't very long, but there are plenty of wide turns which are perfect for overtaking.

Monte Carlo – Monaco
Only the best of the best compete here. It doesn't matter how good your car is, skill is the winner when it comes to the narrow streets of the world's most testing track.



JOYPAD JAPERY



GOODBYE AYRTON

All the major Formula One drivers are featured in F1, except for Aryton Senna who's locked up in Sega's licensed characters vault. Along with these is the complete Grand Prix circuit which includes such notable tracks as Silverstone and Monaco. All have been reproduced from maps of the originals, so you can expect the same kind of challenge that real F1 drivers face. You begin on each track almost blind to what lies ahead of you. All you're shown is a map which gives no indication as to the type of devious turns that are in store for you. It just so happens that you're given unlimited attempts at qualifying for each race, so the first few laps can be taken at a snail's pace while you learn the course.

GRID LOCK

You're probably thinking to yourself that this doesn't look particularly impressive, and you're right. There aren't many roadside objects, and few thrills, because the game excels in another area – speed. This baby is fast. One minute you're sitting on the grid, a second later the mechanics are pulling your mangled car out of the first turn. As if it wasn't fast enough already, there's a super high-octane turbo mode included in F1 to contend with. Here the game does away with most of the car's display so the whole caboodle runs much faster. You also get to see more of the track, which is darn useful as the game runs about 20% faster.

VERDICT

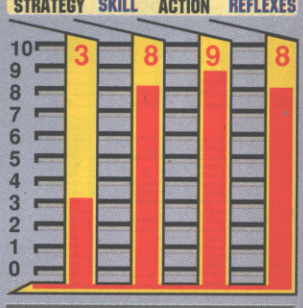
F1 came from nowhere to the shelves in the blink of an eye, displaying the sort of speed that the game will be renowned for. It's faster than a turkey on the 4th of July! Graphics are simple to keep the speed high but unfortunately courses are spartan – nothing actually has any roadside scenery other than chevrons and the odd bridge. This also means that accuracy of the different circuits has been compromised – I don't remember any three-lane stretches in Monaco! What isn't compromised is the sheer speed of the game! It's blisteringly fast – perfect for any speed freaks out there!

GARTH SUMPTER

MEGADRIVE

PROS: The fastest thing you'll see on Megadrive all year.
CONS: Few thrills and no frills apart from the basic driving game.

GRAPHICS	Plain vectors, but boy are they fast!	85%
SOUND	Nice passing noises and throaty exhaust note..	75%
GAMEPLAY	As real as you can get without being there.	89%
VALUE	Could have done with more features.	84%



MISS OK! HIT

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REVIEW

by ELECTRONIC ARTS £44.99

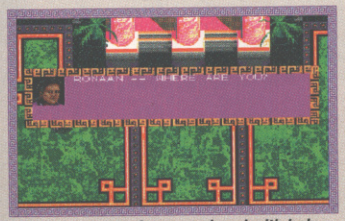
TECHNOCLASH

You don't get a bodyguard on this level, you're on your own against an army of metallic mutants.

ABRACADABRA

You play Ronin, prince of the wizards. He's armed with loads of neat spells, and should they fail he also has a pointy stick. In practical terms the stick is usually more effective than any spell, although you have to get close to a target to use it, by which time you could well be wearing one of their sharpened robot appendages.

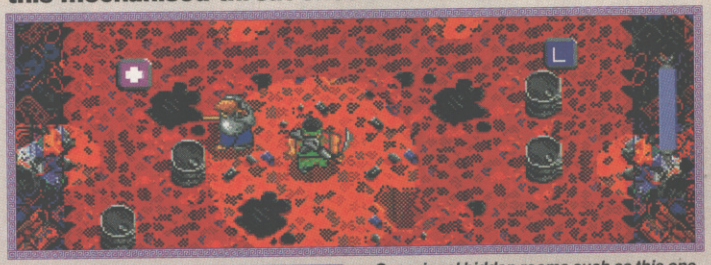
There are nine offensive spells ranging from a meagre fireball to a smart bomb which will kill anything unlucky enough to be on-screen. He also has a few boring spells such as teleport, which will take him back to his buddies for a bit of chin wag.



Your mates are always on hand with helpful hints. It's a shame they can't actually be bothered to pick up a gun and help you.

At the end of the level you're confronted by a rather sappy little metal guy. He soon dies a fiery death at your hands.

Tucked away in a backwater galaxy is the Inner Realm, where a recent spate of technological advances have almost put paid to traditional magic. But things have started going wrong and mysterious, evil half-robot, half-flesh creatures have started appearing. With a battle cry of 'We told you so', the magicians leap into action and prepare to deal with this mechanised threat once and for all.



Occasional hidden rooms such as this one contain bonus health and invulnerability icons.

These caves aren't up to much. Just walk, shoot and carry on to clear the very pathetic nasties which appear.

MUTANT MANIA

The mutants have no truck with this magic business, preferring to arm themselves with exceedingly large rocket launchers. Ronin doesn't take much damage from direct hits thanks to his bullet-proof cloak, but they eventually take their toll towards the end of the level. The only way he can replenish his energy is by tracking down special healing spells, although they're usually tucked away on hidden screens and bonus levels.

Farrg comes in really handy on this level. Just leave him alone and he'll expend vast amounts of ammunition shooting at everything that moves.

VERDICT

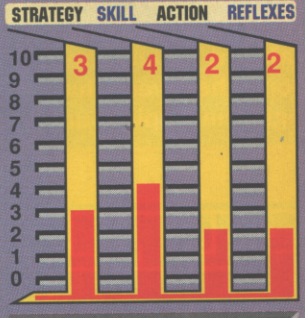
For some reason this style of game is really popular in Japan, with titles like Nobunaga and His Ninja Force topping the charts. Technoclash is stupidly slow. It's a sort of zen shoot 'em up where you wander along with enough time to line up each shot and avoid the slow bullets which are fired at you. Had there been more to kill and faster action, this would have been a game worth playing. As it stands it's not worth buying.

GARTH SUMPTER

MEGADRIVE

PROS: Plenty of spells and interaction between characters during the levels.
CONS: Way too slow. If the characters had zimmer frames then the game would be believable.

GRAPHICS	Colourful backgrounds and large, clear sprites.	78%
SOUND	Decent music and plenty of zappy sound effects.	80%
GAMEPLAY	Bloody slow, and that's an understatement.	45%
VALUE	Will last, simply because it takes so long to complete each stage.	51%



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50

REVIEW

SNES | by INTERPLAY | £44.99

OUT On import. Contact ACE Consoles (071 439 1185) for information.

AFTER THE STUNNING ANOTHER WORLD, HOW WILL INTERPLAY FOLLOW IT UP? WITH ANOTHER GAME THAT TAKES PLACE OFF THIS PLANET, PERHAPS?

The Lost Vikings

PILLAGE THE VILLAGE

There are a horde of different items available to help the Vikings find their way home.

Here's the complete list:

- **FOOD:** Heals one health point
- **STEAK:** Heals two health points.
- **SHIELD:** Gives a Viking a bonus blue health point.
- **BOMBS:** You can drop them anywhere you like to blow up something.
- **SWITCHES:** These will open doors when they are operated.
- **FLAMING ARROWS:** Kills an enemy with just one shot.
- **KEYS:** Used to unlock doors of the same colour.
- **GRAVITY BOOTS:** Lets a Viking walk in a gravitational field.
- **BUTTONS:** Used in many places to activate things, like opening doors.
- **TARGET:** Acts like buttons but must be shot by Baleog to activate.

One day a year, the Viking village would celebrate the full harvest with contests of bravery and skill and a grand feast at dusk. The hunt was the most popular event and when Olaf, Erik and Baleog failed to show for it, the village people decided to just carry on without them. The three brothers heard the hunting horn sound all the way back at their hut and rushed into the woods immediately. Unknown to the three lads the notorious intergalactic zookeeper, Tomator, was hovering above the forest in his space craft. As the three walked home from the hunt, they failed to notice the large object which had now settled directly above their village. Suddenly, all three brothers were beamed up to Tomator's craft but luckily there was a short circuit and, instead of landing in the specimen room, they were dumped in the corridors of Tomator's ship. Now the Vikings must begin their epic journey and find their way home.

GOOD BACON

VERDICT

Interplay knows how to produce good SNES games; Another World was a top treat and Lost Vikings is a bit spesh, too. Most people would retch at the mention of puzzle games, but Lost Vikings has a unique style. The three Norsemen have their own personalities and skills, requiring you to look after them all – and on later levels that's VERY difficult. Lost Vikings is well presented, with good graphics and fab gameplay – it takes a little while to get into, but once you're in you'll find it hard to want to get back out.

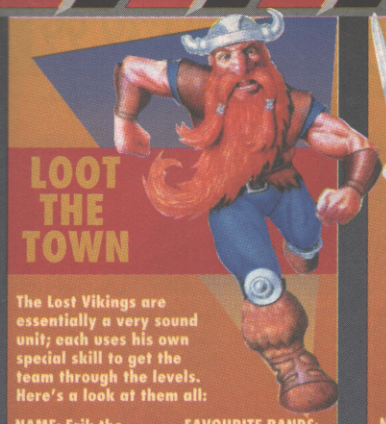
PAUL RAND

DO YOUR LEVEL BEST

The Vikings certainly know how to get lost in style. They're not just slumming it in the windy corridors of a nearby shopping centre or the local zoo, oh no. These lads have gone and found themselves lost in the middle of five different locations. The action starts off in Tomator's space craft and once the boys have found the portal their journey really begins. First of all they are zapped into ancient caverns full of slimy, erm, things and dark corridors – even the odd dinosaur! If they make it out of there it's on to ancient Egypt where the lads are attacked by a whole host of things including the odd mummy or two. The next destination is just a huge machine that the lads have to navigate past. This stage is full of moving conveyor belts, pounding iron rods and other such nasties. This leads on to what can almost be described as the set of the bathroom level in Pugsley's Scavenger Hunt. This area is laden with spiked pits and bouncy springs – great care is needed here. In the final level, before the man himself, the Danish trio are back aboard Tomator's craft to finally do away with the madman, which is easier said than done, believe me.

LOOT THE TOWN

The Lost Vikings are essentially a very sound unit; each uses his own special skill to get the team through the levels. Here's a look at them all:



NAME: Erik the Swift

AGE: 19

HEIGHT: 5'8"

WEIGHT: 160lbs

SPECIALTY: Scouting and speeding.

EQUIPMENT: Running shoes and a strong head.

OCCUPATION: Mercenary, track coach, stuntman and pizza delivery.

HOBBIES: Sprinting and rock climbing.

FAVOURITE BANDS: Rush

FAVOURITE MEAL: Fast food

FAVOURITE PETS: Cheetah, Jaguar and Falcons.

DESIRED BIRTHDAY PRESENT: A football helmet

STRENGTHS: Erik is the swiftest Viking. He can outrun any enemy and leap high into the air. He also has a head of stone which he can use to bash open walls.

NAME: Baleog the Fierce

AGE: 25

HEIGHT: 6'0"

WEIGHT: 220lbs

SPECIALTY: Combat, chopping, slicing & dicing.

EQUIPMENT: Bow and arrow, sword and attitude!

OCCUPATION: Mercenary, corporate raider.

HOBBIES: Body building, knife throwing and bowling.

GOALS: World domination. And bowling league champion.

FAVOURITE EXCLAMATION: Yo!

FAVOURITE BANDS: Aerosmith.

STRENGTHS: Baleog can attack with his sword and shoot arrows. He can also use arrows to activate switches.

WEAKNESSES: Not yet mastered the art of defence. Therefore he usually hides behind Olaf's shield during battles.

NAME: Olaf the Stout

AGE: 23

HEIGHT: 6'2"

WEIGHT: 320lbs

SPECIALTY: Defence, aeronautics and comedic relief.

EQUIPMENT: Shield, belly (it doesn't have a patch on Rand's though - Anglin) and a silly laugh.

OCCUPATION: Professional mercenary, Winchell's poster boy.

HOBBIES: Parasailing and bungee jumping.

ULTIMATE FANTASY: To be a Sumo wrestler.

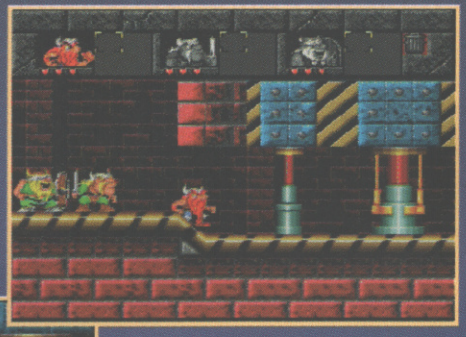
FAVOURITE RELATIVE: Uncle Beorn.

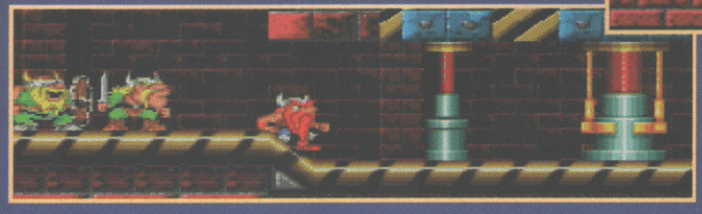
FAVOURITE TOY: Yellow rubber duck named Elvis.

STRENGTHS: Uses his shield to block enemies and their shots. Can also hold his shield high above his head and float long distances.

Jump on these to get to the top and grab the key

That's a looooong fall.





Look out for the stompers of doom.

VERDICT

Okay, so I'm not the world's biggest puzzle fan, but if a good one comes along I'll play it sure enough. This cart avoids all the long windedness and lack of action seen in previous puzzlers and gives you something that certainly stacks it head and shoulders above everything else in its class. The humour (be it a little dry) is so distracting and the smatterings of action really make you forget you're playing a puzzle game. Marvellous music, the little digitised "Hit it!" is great, and a top cart all round.

PAUL ANGLIN

GO ON, GIVE US A HINT

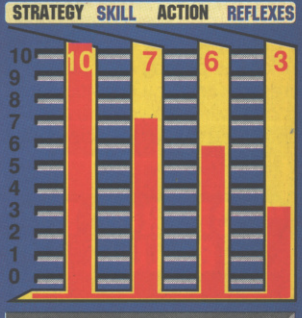
On the earlier levels of Lost Vikings there are boxes with question marks in them. No, it has nothing whatsoever to do with Mario – these are hint boxes. By walking up to them and pressing A, you will be told something about that particular level or the game in general. The information you get is usually pretty useless, such as "Push up or down to move the lift up or down" – hey, earth shattering breakthroughs R us, mate. Although the info is often crap, it's worth using the boxes so you can work everything out quicker. There are also a few aliens that you can talk to; these are essential as some of them will reveal how to complete levels and some will make a sad attempt at humour as well, but never mind, eh?

SNES

PROS: Supremely addictive puzzler with some nicely detailed character sprites.

CONS: The first few levels are a bit easy, but that's about it really.

GRAPHICS	Brilliantly detailed sprites and fair backdrops.	87%
SOUND	Marvellous kickin' hippin' chillin' soundtracks – man.	91%
GAMEPLAY	Draws you in then attacks you with meticulously thought-out puzzles.	89%
VALUE	It'll easily take you fifty quids worth of days to finish this.	91%



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90

OUT: On import. Contact Dream Machines (0429 869459) for information.

J.LEAGUE PRO STRIKER

A great chip over the defender.

Aw, come off it ref.

After the all-conquering Super Kick Off on Megadrive, is there any room for another footy sim? Apparently so...

What's the J.League then? Is it the FA's new "Super-advanced Makes More Money Than The Rest division?" No, not quite. It's the Japanese version of the Premier League. Yes, even those wacky Japs like to pull on their shooting boots and get out there on the pitch to slam a few past the best of them – in fact, it's so popular down there that even our very own Gary Lineker is doing it!

J.League is an attempt to combine the simple arcade feel of footy games with the realistic simulation that Kick Off fans love so dearly. The game has been spared of too many options to keep the action simple and easy to get in to. So does it break the back of the net, or is it another for Graham Failure to sit and wonder what might have been? Read on...

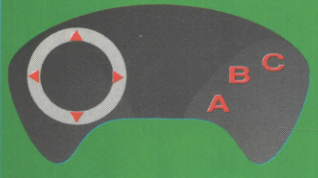
The Grampus Eight midfield is back pedalling.

I was only kiddin' when I said on me 'ead.

FOUR PLAY

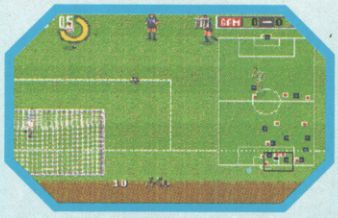
J.League is the first Megadrive game to use the four player adaptor. The adaptor is just a black box that plugs into either joypad port and allows you to plug four standard Megadrive controllers into it. You can also have a fifth player plugged into the remaining joypad port in future five player games. The options you can choose from with the adaptor are many and varied; you can have two players controlling one team (the team is split in two and each player controls one half – it's a little complicated at first but you soon get the hang of it), or four different teams each controlled by a human player. The fun you get when there are four of you playing at once is incredible and you can guarantee this one will keep you the most popular lad in the neighbourhood for aaagess.

"CONTROL THE BALL!"



A: Slide tackle/shoot
B: Pass/shoot
C: Change player under control/pass

Beautiful two-man foul there.



Who will get there first?

Wahey! Lord Emap is letting us go home early.

STAY IN FORMATION

As with all footy games you can choose the formation of your squad and pick the substitutes according to who's fit and who isn't. Unfortunately it's all in Japanese so it's not really an easy thing to do. The formations are not quite what you or I are used to. There's no 4-2-4 system, no 5-3-2 attacking play; they're all strange and foreign in J.League. Japanese formations are as follows: 3 top, 2 top, 2 back, sweeper, S.American and Bundes Leaguer. To you and me those formations (or as close as they get to our versions anyway) are: 3-3-3-1, 2-3-1-3-1, 3-2-3-2, sweeper system you know, 3-2-3-2 and 2-2-3-3. These are all very odd systems but you soon get used to them. When you're selecting your formation, you get to see how the other team is lining up so you can counter their tactics – maybe Graham Taylor should try it.

VERDICT

The huge amount of Japanese text put me off J.League at first but once I got playing, ooh, what a fine game. On paper the graphics don't appear to be anything special but when you see them moving they are absolutely stunning; the fluid running motion, the superb attention to detail when a player chests the ball down for a volley is incredible. Don't expect to be winning games eight-nil for a while; in fact, don't expect to be winning games at all for a while. J.League will take you a little time to get into but it's well worth persevering as it reaps such huge rewards. Once you begin to master the game you'll discover what is easily one of the best footy sims around. If you like your football fun-packed and with four players, you can't go wrong with this.

PAUL ANGLIN

Here are the Japanese line-ups; strange, aren't they?

AH, RINEKER SAN

The J.League, as I'm sure you'll have realised, is the official Japanese Professional Soccer league comprising of ten different teams, ranging from Jef United to the Lineker-inhabited Grampus Eight. Each team consists of 16 members and each player has his own profile which includes such information as previous clubs and goals scored and all that kind of stuff; it's just a shame that it's all in Japanese really. Still, there you go.

Ooh, what a spawny get!

WHAT A MOVER

The most stunning part of J.League Soccer is the superb animation of the sprites. The way the players move and run down the pitch is a sight to behold; most footy games just settle for the same old movements with the player kicking the ball with completely the wrong part of his foot, but not J.League. The players kick the ball with the outside of their feet, use their chests to bring the ball down, chip with the end of their boots and perform some of the most fluid overhead kicks I have ever seen. Apparently this superb animation was achieved by a player from Jef United performing all the different moves (I bet it took him a few goes to get the overhead right) using a technique called rotoscoping (which is how the animation in Prince Of Persia and The Terminator was achieved). Good, eh?

The keeper prepares to hoof the ball down the field.

It's a good ball into the box, but will he reach it in time?

AH, GREAT GOAL RINEKER SAN!

It may take a while for you to get the hang of scoring in J.League so here are a few methods we prepared earlier:

Whack the ball up the field toward your attackers.

Take it down on your chest and run with it.

Then use A or B to slam into the corner.

Play it through to the unmarked player.

Then run at the goal...

...and score.

...and score.

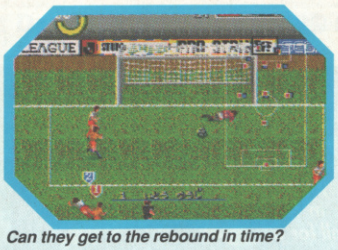
Hoof the ball into the centre.

Catch it on the volley and send it flying toward the goal.

VERDICT

Too right! As the Canvey Kid said, this game takes one helluva long time to get into. The Megadrive joypad isn't the most comfortable beast to get to grips with at the best of times, but with this game you're going to wear holes the size of Cortinas in your hands. The players move very laboriously and when you play the imported version on a British machine they're about as fast as a three legged tortoise with athlete's foot! Pity, 'cos the animation of the footballers slide-tackling, heading and volleying is superb. Once you've got used to the controls and the (lack of) pace of the game it's pretty good, but unless you grew up in downtown Tokyo or have a doctorate in Japanese wait for the official version.

STEVE KEEN



Can they get to the rebound in time?

Errm...er...this one's not really very interesting is it?

EE AY WE'RE GONNA WIN THE CUP

One of the tournaments you can take part in is the J.League Cup, which can be either a four or eight team tournament. Basically you select your teams and then enter a knockout competition to win the hallowed J.League Cup. In the Cup tournament obviously you can use the four player adaptor and have all four of your mates in the tournament for some real multi-competitor fun and japes.

That's off I'm afraid, guys.

What a marvellous save!

THE J.LEAGUE

The ultimate challenge in J.League is of course to enter the J. League itself, which consists of ten teams competing in a normal football season. Seeing as there aren't many teams the season is relatively short but the competition for the league championship is fierce. As with all decent footy sims J.League has a save option so that you can save your position in the league table, only we haven't quite been able to work it out yet as it's all in Japanese, but never mind – we're sure someone will get the hang of it eventually.

Arrgh! Help! This wind's bloody strong.

ON THE *OTHER* HAND

SUPER KICK OFF

Super Kick Off has been available for a couple of months now and it's still selling like crazy. If the sheer realism of Kick Off doesn't get you then the adrenalin pumping speed of the action will. There are oodles of options to play around with and there's enough game here to keep you occupied for months on end.

91

REVIEWED: CVG No136

MEGADRIVE

PROS: Superb animation and great (not to mention addictive) gameplay.

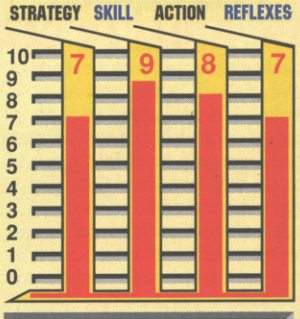
CONS: It's chock full of Jap text. And a bit slow-moving.

GRAPHICS — Marvellously fluid animation and great attention to detail on the sprites. **91**

SOUND — Pretty good thumps when you whack the ball and great crowd noises. **88**

GAMEPLAY — Hard to get into but incredibly rewarding once you do. **89**

VALUE — You'll be playing this for a very long time, especially with the four player adaptor. **89**



MISS OK! HIT

88

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LANDMARK v2.00 PERFORMANCE COMPARISON CHART

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Silica Systems are pleased to present an upgraded version of the Mega PC, called the Mega 'Plus'. This has been upgraded with the revolutionary 486SLC 33MHz CPU, manufactured by Texas Instruments and jointly developed with Cyrix. This chip is a 33MHz 486 instruction set compatible micro processor with a 32-bit internal data path, 1K internal cache and power management features. Power meter aggregate MIPS performance is increased by up to 2 times and it boasts an overall performance of 92MHz using Landmark's latest version Speedcom 2.00 benchmark. This is almost 3 times as fast as a 386SX - 25 CPU (see Landmark Speed Chart above). The 'Mega Plus' 486SLC 33MHz PC comes in two versions - 40Mb hard drive with 2Mb RAM at £799+VAT and 130Mb hard drive with 4Mb RAM at £899+VAT.

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REVIEW

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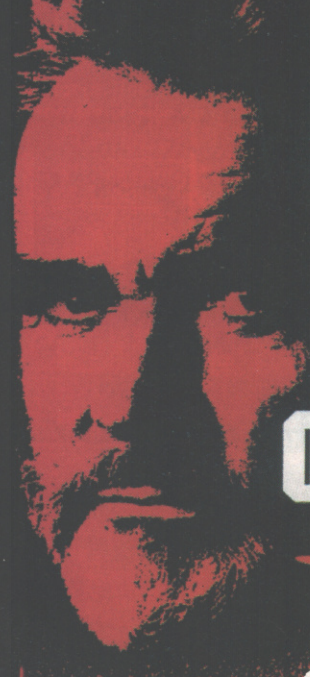
OUT: August. Contact Computerfacts (0626 68611)

The briefing screen tells you just what's what!

"Stop your ship and hand over your wadka!"

"Has anyone seen the soap yet?"



THE HUNT FOR RED OCTOBER

Does this SNES movie licence sail to victory? Or is it a pile of porpoise plops?

AND DAMIAN THORN OUT OF THE OMEN

Superscope owners get a first-person perspective shooting section, which is just like the games you get free with the gun. Joypad owners get to wrestle with an atrociously slow cross hair which tracks round the screen at a snail's pace. Once again, the object is to shoot as many aircraft and ships as possible using as few missiles as you can. Like the scrolling section, this part of the game is just tedious and unplayable, and the Superscope doesn't help matters at all.

Games-of-the-film nearly always suffer from not actually being anything like the movie original. In the case of The Hunt For Red October, the book was originally turned into a rather good Amiga game, while the film spawned a succession of low-quality shoot 'em ups. In a sudden fit of daring, Hi Tech Expressions has gone out on a limb for the SNES version of the game and produced, you guessed it, another low-quality shoot 'em up.

"That's the last time we have beans for tea!"

IT'S GOT JAMES BOND IN IT, YOU KNOW

Correct me if I'm wrong, but wasn't The Hunt For Red October a rather good suspense film set aboard a Russian submarine? The game has almost nothing in common with it apart from Sean Connery's mug on the box. Instead of a nail-biting cat and mouse chase across the Atlantic you get a cruddy sideways scrolling shoot 'em up which bears as much relation to its big screen counterpart as the England team do to football players.

Hurrah! Big metal things full of sea men.

VERDICT

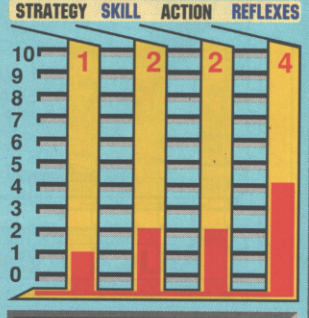
I've seen some crap in my time, but this really takes the biscuit. Ignore the fact that it's licensed from the movie and you're still looking at one of the most sub-standard shoot 'em ups ever to appear on the SNES. It has nothing going for it. The action is weak, as are the graphics and sound. A fart in the bath is a comparable aquatic activity, and it probably contains more playability too. Save your money and buy the video instead.

PAUL ANGLIN

SNES

PROS: Whoopee, it's Superscope compatible.
CONS: The biggest 'Con' is the game's asking price.

GRAPHICS	Nil animation and scabby sprites – excellent, huh?	35%
SOUND	Aieee! Where's the volume control?	14%
GAMEPLAY	There's got to be some in there somewhere, if only we could find it.	24%
VALUE	Hold on to your cash or be laughed at by your friends.	20%



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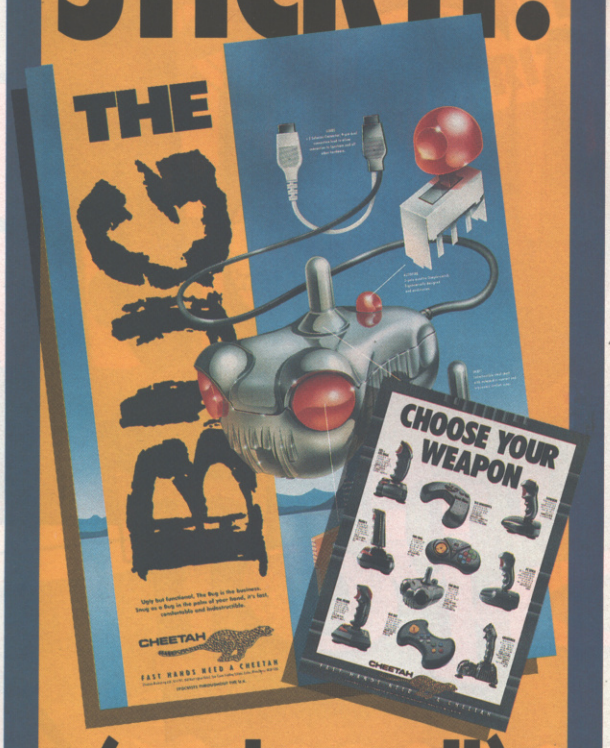

(on the wall)

Too right! Your fast, furry friends at Cheetah have got some serious wall-wear for your bedroom. So now you know where you can stick it! This eye-pleasing poster features the Bug in all its functional ugliness and the full line up and tech. spec. of the whole Cheetah joystick range.

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Cool Spot

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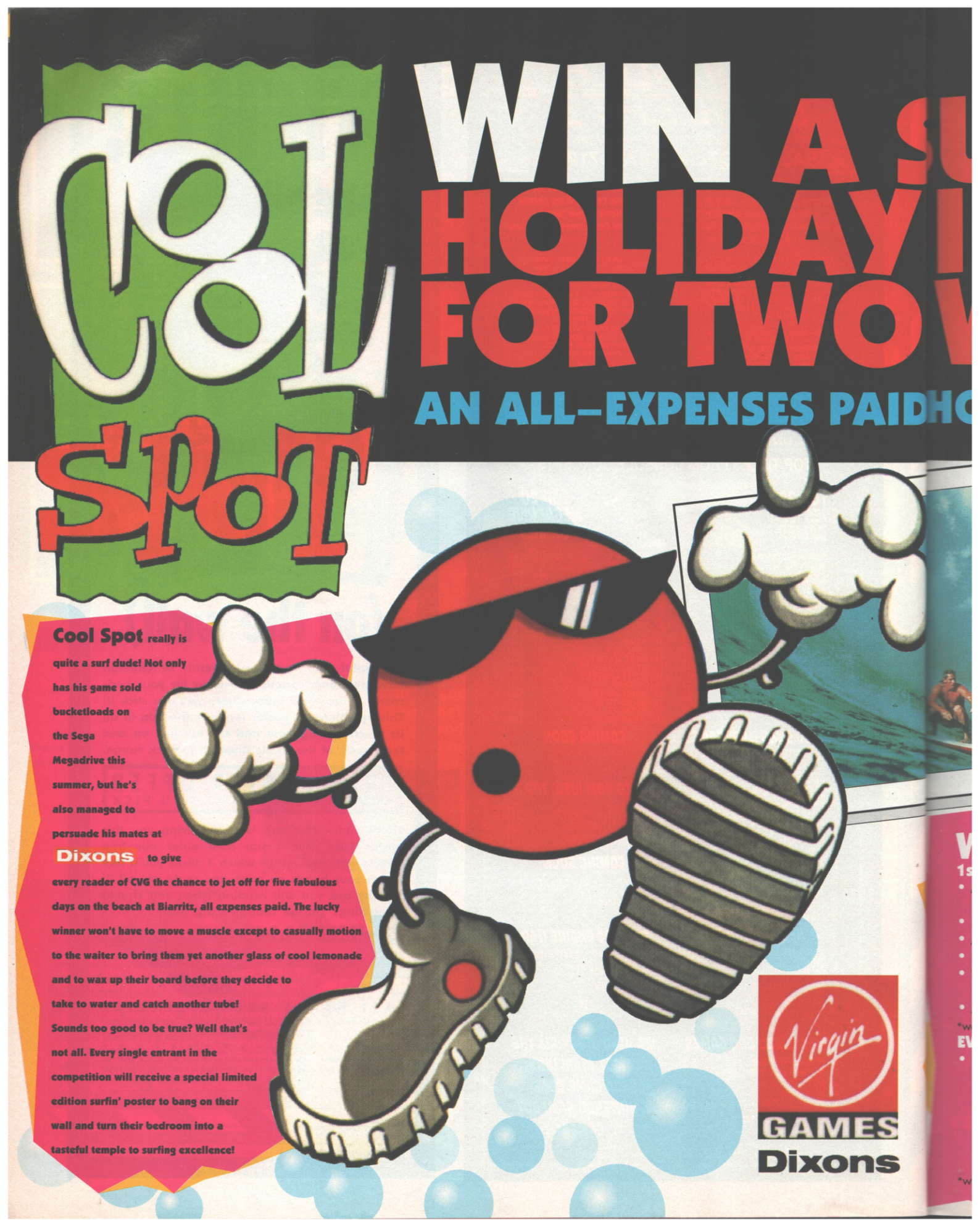

Cool Spot really is quite a surf dude! Not only has his game sold bucketloads on the Sega Megadrive this summer, but he's also managed to persuade his mates at **Dixons** to give every reader of CVG the chance to jet off for five fabulous days on the beach at Biarritz, all expenses paid. The lucky winner won't have to move a muscle except to casually motion to the waiter to bring them yet another glass of cool lemonade and to wax up their board before they decide to take to water and catch another tube! Sounds too good to be true? Well that's not all. Every single entrant in the competition will receive a special limited edition surfin' poster to bang on their wall and turn their bedroom into a tasteful temple to surfing excellence!

Virgin GAMES

Dixons

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- **A large bucket of ice***

*weather permitting

EVERYONE ELSE

- **Everyone, yes everyone who enters the competition will receive a limited edition glossy Surfing poster just to remind them of the prize they almost won! Or you could stick it to your wall, balance your mum's ironing board on a biscuit tin and then jump on and pretend you're actually there!***

*which would be rather sad...

WHAT DO WE DO?

You want to win. Well this is the competition for you because EVERYONE will get a prize! No tears, no hassle, you don't even have to pay for a stamp! Just follow Cool Spot's easy steps below and who knows – YOU could be riding the tubes this summer!

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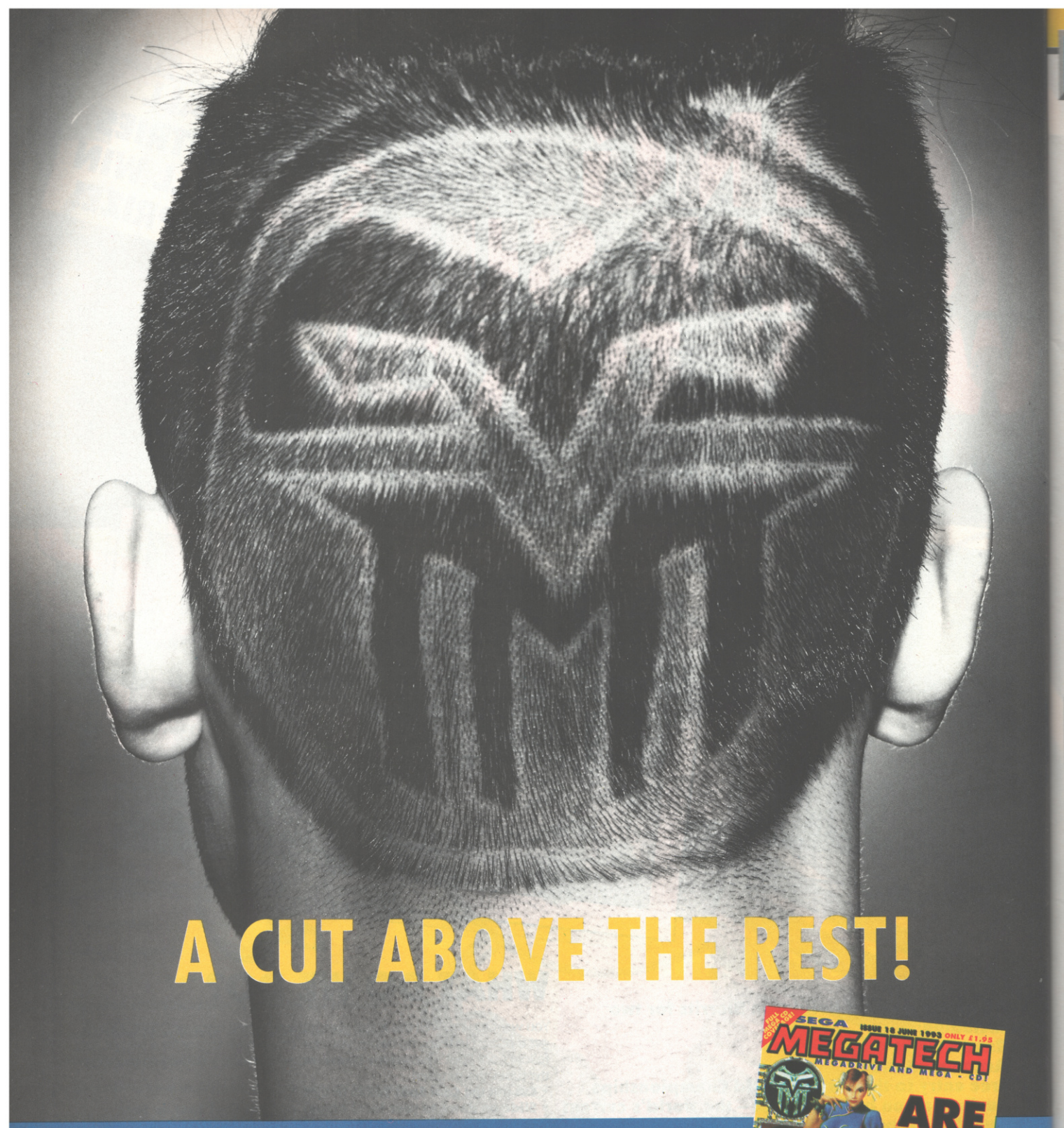
This competition closes on 15th September 1993 and is open to any member of the public but is closed to any employees of EMAP Images, Virgin Games Ltd and Dixons. The Editor's decision is final and no correspondence will be entered into. Entry into the competition confirms acceptance of these rules. No purchase is neccessary for entry. For free entry without purchase please send a stamped addressed enveloped to Cool Spot Entry Form, Virgin Games, FREEPOST, (PAM 6811), London W10 5BR. It just couldn't be simpler!



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REVIEW

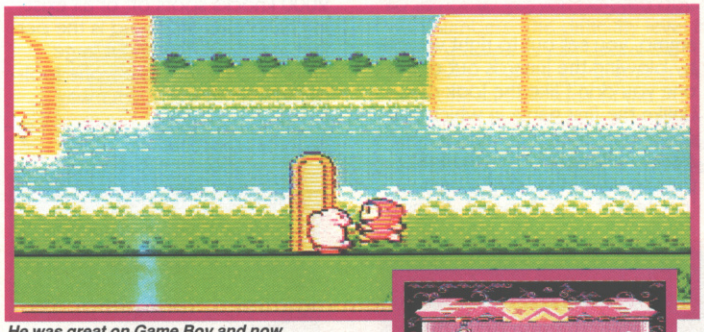
NES ▶ by NINTENDO ▶ £34.99

OUT: July. Contact Nintendo for information.

KIRBY'S ADVENTURE

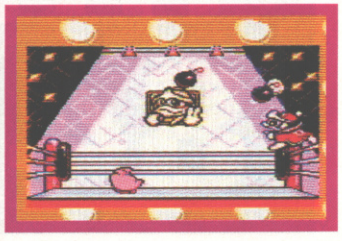
Arguably the cutest character on the planet, Kirby makes a welcome appearance on the 8-bit Nintendo!

Basically, Kirby looks like a hairless Kiwi, only far more appealing. Because he's so nice, he doesn't carry any of the hard weapons that are common to most games, instead he relies on his amazing digestive powers, which let him convert nasties to natural to gas by swallowing them, allowing him to inflate and fly or blow fireballs. Each level contains loads of sub-stages, in which Kirby ends up in some really bizarre situations. One even has you trying to dig him out



He was great on Game Boy and now Kirby's neat on NES!

Uh-ho – better watch your step around here; it could get nasty.



of one of those fairground rip-off machines where you use a claw to grab a cheap fluffy toy! This game is so massive that it comes with a battery-save feature, so you don't have to take down loads of mind-bending codes.

Kirby's has so many elements, sub-levels and general cuteness that it really is an unmissable game. My only criticism is that the main sprite is too small and as such tends to get lost during the more hectic levels. Definitely the best NES game so far this year.

REVIEW

NES ▶ by NINTENDO ▶ £34.99

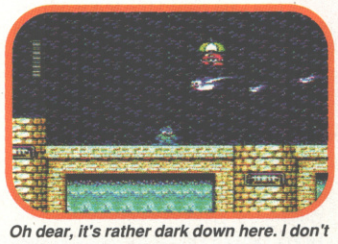
OUT: Now. Contact Nintendo for information.

MEGAMAN 4

Take one boy, a suit of robotic armour, several incredibly hard bosses and you get Megaman's fourth outing.

Megaman's arch enemy, the evil Dr Wily, has returned, this time with an army of lunatic construction droids with dodgy names such as Ring Man (blimey! - Ed). Each one has his own domain, populated with bizarre half-human, half-robot creatures which include the massive pyramid of Pharaoh Man and the dirty domain of Trash Man. Fortunately for the Mega one, his suit allows him to soak up the majority of enemy bullets while dishing out plenty of shots of his own. It also allows him to pick up the weapons left behind when nasties are destroyed, although due to the miniscule size of the graphics they all look the same when you use them. He also has an R-type style super beam weapon

This seems a little fishy!

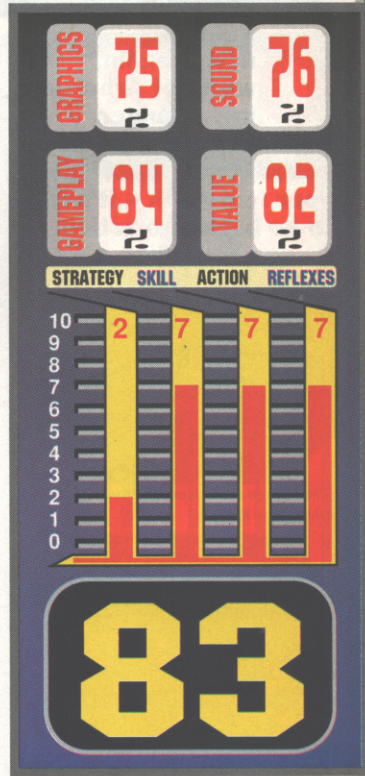


Oh dear, it's rather dark down here. I don't like the dark, me. Boo hoo.

Down in the depths with baddies galore – Megaman's got his work cut out!

which is powered up by holding down the fire button; the problem is there's hardly ever enough time to do so as the second you stop firing the nasties take the opportunity to steam you.

There have been better platform shoot 'em ups, although few are as varied as Megaman 4. Kirby's is the better game, but if you have the cash to spare then this is a good second purchase.



REVIEW

AMIGA ▶ by MICROPROSE ▶ £25.99

OUT: Now. Contact Microprose (0666 504326) for information.

GUNSHIP 2000

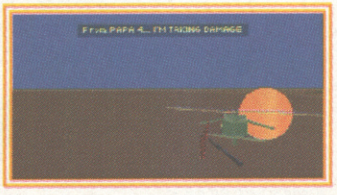
Following last month's appalling Ancient Art Of War In The Skies, Microprose redeem themselves with the follow-up to the smash hit Gunship.

With conflicts breaking out all over the place, it's about time you and the lads of the United States Air Force started to sort things out. Together, with your big helicopters and several tons of ammo, you set out to right wrongs by blowing the innards out of anyone you don't like the look of. Unlike the first game in which you could only pilot the Apache AH-64 attack helicopter, Gunship 2000 puts seven of the USAF's best 'copters at your disposal. Along with those you also have a platoon of highly trained co-pilots under your control who'll accompany you on a variety of missions.

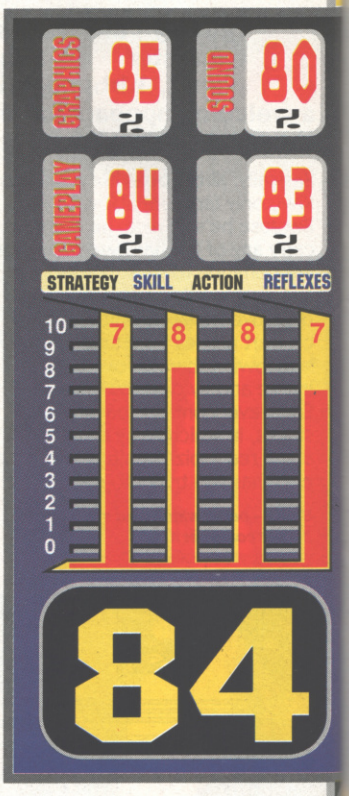
The graphics are stunning. Not only are they detailed, they're also very fast, even on the A500. Gunship 2000 knocks spots off of all existing helicopter sims, and is the perfect game for doling out large amounts of death to anyone foolish enough to get in your way.

The AH-64 Apache gunship. Probably the best helicopter in the world.

Your wingman's getting a bit of a kicking – go and help him out!



Time for a quick briefing before the real action starts!



REVIEW

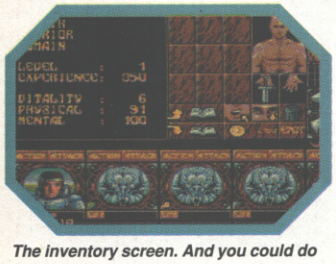
AMIGA ▶ by DAZE ▶ £29.99

OUT: Now. Contact Daze (071 328 2762) for information.

ISHAR 2

Once again, the world of Arborea is in danger. So unpack your trusty long sword and dust down your loin cloth – it's time to go back into action.

These lads don't look like Avon ladies – give 'em a kicking!



The inventory screen. And you could do with grabbing a bit of stuff.

The original Ishar received mixed reviews all round; not because it was bad, but because it was full of niggling little gameplay faults. Ishar 2, on the other hand, has no such troubles, with ultra-slick gameplay and some of the most stunning, fantabuloso 32-colour graphics yet seen on the Amiga.

Yet again you're on a quest to chop evil creatures up into quivering pieces, although this time your party isn't a bunch of brain deads who'll obey your every whim – these lads and lasses are a decidedly independent lot. For instance, should an unpopular character become wounded, his compatriots will leave him to bleed to death rather than heal him. They'll also have a very democratic vote on new party members and whether or not they should go and fight the drooling cave beast.

Still, they're not real and you can always have the last laugh by pulling the plug.

Don't be put off by the anorak image of RPGs; this is one of the best games the Amiga has seen all year.

REVIEW

SNES ▶ by VIC TOKAI ▶ £44.99

OUT: On import. Thanks to Console Plus (0532 500445) for the cartirdge.

SUPER CONFLICT

Fancy a slice of strategy, Gulf War-style?

Wars certainly seem to get the software boys banging away at new games more than any other event. We've had Desert Strike; now for another game based loosely around that limited skirmish in the Middle East some time back.

Super Conflict steers away from previous "kill everything and kill it now" type efforts, in favour of a far more strategic effort. You start off with initial contact with the enemy, then you have to fight through 55 different scenarios to get to the evil dictator and wipe him out before he ruins the world with his twisted plans.

You are given an overhead view of the desert. The land is divided into hexagons, and both sides are given a number of different armed units, from the Infantry to the Commandos and the beefy Sheridan tanks. The idea is that you have to take over the enemy's forces and destroy their flag tanks or their flag ships. Now one thing that you must know about Super Conflict is that it is an out and out strategy game! It's a cross between a board game and a video game, with the odd battle scene. The graphics in the strategy section are very basic but the icons are clear enough and it's easy to see what's going on. Battle scenes break up the action quite nicely and give you a good breather from all the statistics of the manoeuvring section. The amount of info you need has been kept to a minimum so as not to get you bogged down with numbers. The difficulty level is nicely graded so you spend the first few scenarios getting used to the icons and the idea of the game, and then you get into some serious combat. The verdict on this one is really very simple: if you like strategy games you'll love this, if you don't forget it!

Check out these boys' stats.

'Ave some of that.

I don't fancy your chances much.

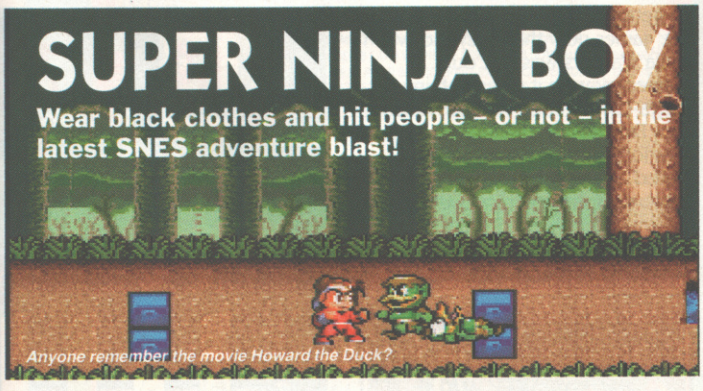
REVIEW

SNES ▶ by CULTURE BRAIN ▶ £44.99

OUT: On import. Thanks to Console Plus (0532 500445) for the cartridge.

SUPER NINJA BOY

Wear black clothes and hit people – or not – in the latest SNES adventure blast!

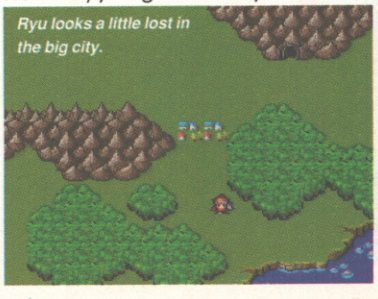


Anyone remember the movie Howard the Duck?

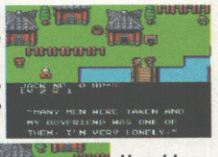
What do you think of when you hear the word 'Ninja'? A cold-blooded, finely-tuned machine, perchance? Or an ancient warrior of the Orient? Well, if you do, you're on the wrong track; you should actually be thinking of a couple of little kids by the name of Jack and Ryu.

Chinaland was once a quiet and peaceful place where the birds sang and the bunnies hopped and all sorts of things like that – but that was before the breaking-up of the Universal Peace Conference. Suddenly, the entire land was thrown into disaster and the bunnies stopped hopping and the birds sang no more. They had come, and this was the first day of Chinaland as it would now be. However, young Jack and Ryu were having none of this, so they decided to set off in search of what or who was causing all this havoc and put a stop to it right away.

After several hours of playing, Super Ninja Boy still reminds me of the old Y's adventures; the viewpoint is the same, the basic idea is the same, the characters are very similar and the same lame attempt at humour has been made! This is basically a wander-around-and-talk-to-people-in-the-hope-of-finding-clues game, but a pretty good one at that. The clues are all pretty simple and the logic in the puzzles is very easy to crack. The sound isn't really much cop but that's a fairly inconsequencial point in an adventure game. All in all a pretty fair RPG, if you like that sort of thing.



Ryu looks a little lost in the big city.



Oh look, a welcoming committee. Isn't that nice of them?

Hurrah! Small ninja antics abound in Super Ninja Boy!

REVIEW

PC ENGINE CD ▶ by HUDSON SOFT ▶ £39.99

OUT: On import. Thanks to Dream Machines (0429 869459) for the review disc.

Scary monsters abound in Hudson Soft's newie!

We've all had dodgy nightmares, haven't we? For some it's running around, being shot at with rhubarb leaves, for others it's traipsing through a hospital dressed in nothing but a pair of luminous orange flippers! Well, for a young girl by the name of Maki, the nightly haunting routine consists of a broomstick and lots of nasties out for her blood.

Every night for two weeks, young Maki was haunted by the same dream. She imagined herself flying along on her Auntie's broomstick, that was stowed away in a cupboard under the stairs, whilst the evil ones bombarded her with fire. She would wake up in fear of the demonic forces actually coming to get her – and one night they did! It had been the same old dream, but when she woke Maki found that she was no longer in her bedroom and had been thrust into the shadow world! The plot may be an outrageous rip off of Nightmare On Elm Street but the game is actually rather good. Don't make the mistake of thinking that because it's weird it's not difficult, 'cos believe me it is. Kill everything in sight and then move onto the next level for some more of the same. This may be a touch pricey but it's certainly worth it.

Meet the man of many faces, otherwise known as Michael Jackson.

Lordy lordy.

Name that tune in one.

GRAPHICS 91% SOUND 88%
GAMEPLAY 90% VALUE 91%

STRATEGY	SKILL	ACTION	REFLEXES
6	8	8	8

90

REVIEW

MEGA CD ▶ by TAITO ▶ £49.99

OUT: On import. Thanks to Dream Machines (0429 869459) for the disc.

The crinkly coin-op comes to the spanky new Sega!

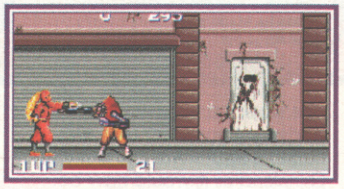
Remember that old three-screen coin–op, where you were cast as a rock hard ninja duffing people up and killing anyone that came your way? You do? Good, 'cos this is a conversion of that very same machine.

Your girly has been kidnapped by the notorious drug baron Carlos Santiego (the fact that both Ninja Warriors are in fact Cyborgs is apparently irrelevant). And seeing as you were going to march into his factory and close him down anyway, you may as well rescue the lass while you're at it. Carlos isn't too thrilled at the idea of having his multi-million dollar drugs cartel destroyed by a couple of robots, so he's hidden himself behind ten levels of mean and nasty hoodlums, all of them out for your blood. Lumme.

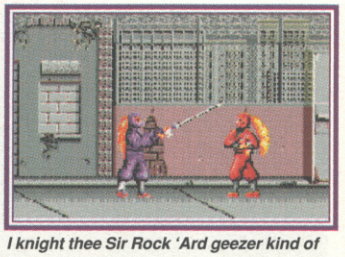
This is probably one of the most surprising Mega-CD releases yet, Ninja Warriors must be at least five years old, and it wasn't the most successful coin-op when it was first released! Still, maybe Taito have managed to breathe some more life into this rather sad, old horizontally scrolling beat 'em up on console. Then again, maybe they haven't! Unfortunately, Ninja Warriors remains as crap today as it always was – if anything, it's worse! The game is totally dull, and softcos have even less chance of getting away with making terrible games now than they did when Ninja Warriors was first out. Gameplay-wise it does nothing for Mega-CD's already well-tarnished rep. But the main faults with Ninja Warriors are that it's incredibly dated and very repetitive. For the amount of money this costs, you'd be wise to leave well alone. Do yourself a favour – DO NOT PLUG THIS INTO YOUR SEGA!

NINJA WARRIORS

Let me get my wallet sir.



It's the hunchback.



I knight thee Sir Rock 'Ard geezer kind of bloke.

GRAPHICS 69% SOUND 71%
GAMEPLAY 58% VALUE 46%

STRATEGY	SKILL	ACTION	REFLEXES
3	2	4	3

47

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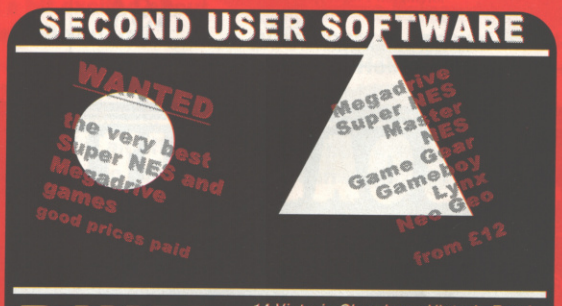

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COMPETITION

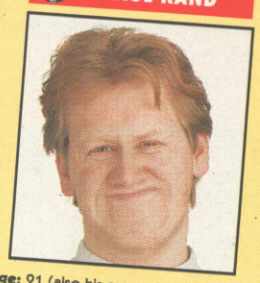
WIN! A GAME OF FIVE-A-SIDE AGAINST THE CVG BOYS!

Plus a slap-up feed at Planet Hollywood!

GARTH SUMPTER

Age: "I was five in 1966."
Position Played: Centre-half.
Previous clubs: Spectrum Rovers (relegated from league 1992).
Caps: Loads, normally free ones from software houses that don't fit.
Sporting hero: Linford Christie's Lunchbox.

PAUL RAND



Age: 21 (also his approximate weight in stones).
Position Played: Left Back in the pub.
Previous clubs: Jacobs fruit flavour.
Caps: Eleven. Or Twelve.
Sporting hero: Nigel Mansell, because he's dull.

GARY WHITTA

Age: 20
Position Played: Hatchet man.
Previous clubs: Desperate Dan's Pie Eater's Club.
Caps: Some.
Sporting hero: Alan Sugar.

STEVE KEEN

Age: 24
Position Played: Midfield. Unless there are girls watching.
Previous clubs: Stringfellows, Tramp, Club 18-30.
Caps: A big collection of pen lids.
Sporting hero: Fatima Whitbread. Phwoar.

PAUL ANGLIN

Age: 17
Position Played: Stopper.
Previous clubs: Club Nintendo, Club Great, Seal Club.
Caps: None, because they mess his hair up something awful.
Sporting hero: Billy Whizz.

When top man at Anco Anil Gupta popped by CVG Towers the other day to treat us to an exclusive glimpse of his rather smart new Kevin Keegan Player Manager game (see Previews), we couldn't help but notice that he was more than just a bit excited about it. "Let me tell you, my friend," he said as only Anil can, "this game is going to be the absolute business."

Having played it all afternoon, we came to the conclusion that he's probably right. So, to celebrate the launch of one of the biggest footy games of the year, we and Anil have decided to splash out a bit. So, in the latest top-tastic CVG competition we're giving you the chance for sporting glory by taking on our unbeaten editorial team in a game of five-a-side football!

During the hot Summer months, the CVG crew can often be found having a kickabout over Regents Park, and we reckon we're a bit tasty. So, we're putting our reputation on the line and saying "come and have a go if you think you're hard enough" to anyone who's interested.

The lucky winner of this compo will get to play against CVG in a proper five-a-side game at a top London stadium before being whisked off for a luxury burger banquet with the team at Planet Hollywood, eatery of the stars. And better still, if you win (no chance) you walk off with a copy of the game as well!

You can enter as an individual or, even better, as a ready-made team. Round up four of your mates and give your team a name. We'd prefer a team entry, but if it's an individual winner that comes out of the hat, we'll pick four more and make a team up out of those. Either way, a top day of sporting and stuffing-your-face fun is assured. Better still, a full match report with pictures and everything will appear in a future issue, ensuring intergalactic fame for the winner.

AND IT'S ALL THANKS TO

ANCO

To enter, all you have to do is tell us, in no more than 25 words, the name of the team that won last season's Premier League championship. Send your entry to: IT WAS MANCHESTER UNITED, CVG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to arrive no later than August 15th. Now it's back to Des in the studio...

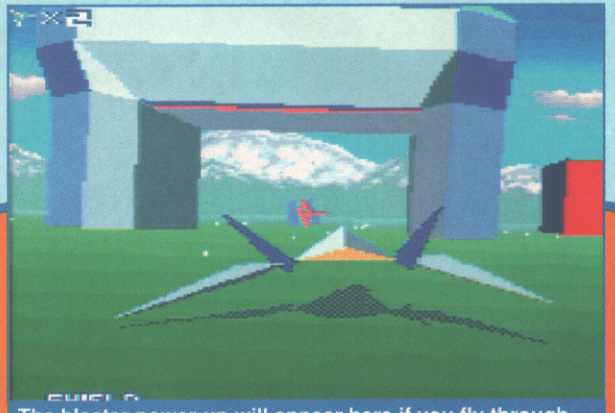
STARFOX

THE Complete guide. PART 2

DIFFICULTY LEVEL 2

The long-haired girlie fop, known only as Steve Keen was the first to make it thus far, and as a result, sad Rand's gone off into the corner to throw a strop and find a fat lass. Anyway, here's a quick tip from the man Keen: Difficulty level 2 is dead easy, provided you keep your wits about you and don't rush anything.

STAGE 1 CORNERIA



The blaster power-up will appear here if you fly through all the arches.

Ooh blimey, look, it's the very first level again. Well it's not really, but it might as well be. The differences between this and Corneria on the previous difficulty level, are almost non-existent. The first thing that's worth mentioning are the UFO towers. You will come across two of these. Just shoot them at the top and they'll explode. Next you will come across a bundle of satellite dishes on the ground; there's no point in destroying these, other than you get a few extra points for it. Then it's time to grab a blaster power-up. As on the first Corneria level, all you have to do is fly through the arches and a blaster power-up will appear at the huge door. After this, there will be a few tanks on the ground and a load of enemies will drop in from the skies on parachute – these are easily killed with one shot. Well, you've done about half of the level; it's about time your inept wing man got himself in trouble, and without fail you've got to save Peppy's ass already. You will soon see a few more arches; there's no reward for going through these, so it's up to you if you chance it. The next tank you come across on your left will release a Nova Bomb when shot. Then it's just a few more wimpy little minions until the Battle Carrier arrives on the scene.

BATTLE CARRIER V2

Hit the Battle Carrier in these weak spots to kill it.

Talk about easy! The Battle Carrier V2 uses exactly the same tactics as the first one – except it fires a little more than before! To defeat it just use exactly the same method as with the original, as explained in last month's guide.

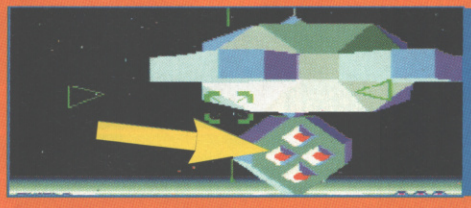
STAGE 2 SECTOR X

To get past the girders, use your brakes to slow right down, then you can judge where you can get past.

Shoot these things as soon as they appear as they spew fireballs and cause you all kinds of hassles.

The first thing you'll come across are a few little ships that will attack from the bottom of the screen; provided you picked up the twin blaster power-up on Corneria, you should make light work of these. Next you will enter the construction part of the level. This is the main part of the level and it's bloody hard! For the first few series of girders, you're pretty safe passing between them. You can get through the tightest of gaps by turning your Airwing fighter on its side and flying through. Next though, you'll have to be very alert to get through the spinning girders of doom. To get past these, hit the brakes as you near them and you should be able to safely negotiate your way past them. There are plenty of power-ups hidden in the girder maze including a shield and blaster power-up. Now it's time for a taste of combat again. There's a few of those hour-glass ships and a couple of those horrible spinning ones that spit fireballs in every direction. If you picked up both blaster power-ups you'll have no problems wasting them but the really hard bit will follow – girders come at you from above and beside you! You have to use your brakes to get through here but avoid using all of your brake power as, when you do this, your craft will shoot forward and you will be without brakes for a few seconds which could spell disaster. If you make it through this it's on to the Rock Crusher.

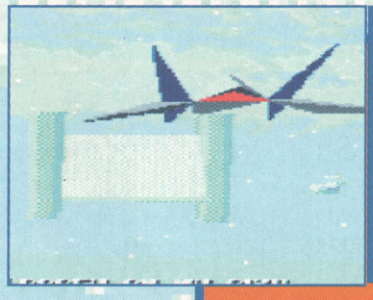
ROCK CRUSHER



Here are the Rock Crusher's weak spots, blast away at them to kill it.

Ooh look – this is exactly the same as the original Rock Crusher! The only difference is that the weak spots stay uncovered for less time, meaning you have to shoot quickly, but if you picked up the blaster power-ups, you're well sorted.

STAGE 3 TITANIA



To get past the spinning ice blocks, shoot them to make them spin, then hit your brakes and fly through the gap with a monster boost from your retros Alternatively just fly over the top of them, but remember that sometimes there are bonuses for going through them. If you are going to fly over them, you'll have to pull up early to get over them, as they're very tall!

Grab the weather control unit to return the planet's atmosphere to normal.

This place is more baron and isolated than Canvey Island at 4.00 on a Sunday morning. The dodgy weather conditions make it hard to see what's going on. Firstly, look out for the spinning ice blocks the best way top avoid these is to cheat and fly over the top of them. For the first part of this level you'll be flying through the gaps in the rocks (which is a damn sight harder than it sounds) and wasting the scout walkers that appear. When approach the spinning blocks, you have two choices: you can either shoot them and pass through as it rotates, or you can cheat and fly over the top. However, if you intend to fly over the top you'll have to start climbing early otherwise you won't be able to get high enough to clear them. Don't bother yourself with shooting the spinning diamonds on the surface 'cos if you do they'll flip up and whack you.

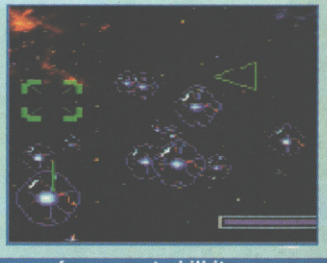
From here on you'll be facing crabs and hangars. Crabs are easily disposed of, just blast away at their legs and they'll soon find it a little difficult to stand! When you approach the hangars, you will see three doors. The one on the left, houses a Nova bomb, the middle one has a blaster power-up and the one on the far right has the weather control unit behind it. These goodies appear behind the hangars until you get the weather control until, so this is a good chance to top up your arsenal. To open the doors shoot them and they will constantly open and shut, meaning you'll have to use your brakes to get through unscratched. When you get the weather control unit the blizzard will stop and normal weather will be restored to the planet, unleashing loads of fair-weather tanks and helicopters for you to destroy. Many tanks will release a yellow power-up ring when shot. The crabs tanks and helicopters will continue to attack in a non-frightening fashion until you reach the end-of-level baddie - Prof. Hanger.

Shoot Professor Hanger here to kill him.

PROFESSOR HANGER

This guy is probably the easiest guardian in the entire game. After the Professor has said his farewells you will find yourself in a long tunnel surrounded by water. Blast all the flying fish and as soon as the Prof appears, fire a Nova Bomb. This guy's so soft that there's no real strategy needed – simply blast away at him. Provided you're armed with anything above standard blasters you'll make metal mincemeat out of him.

STAGE 4 SECTOR Y



Left: Shoot the squid when it turns away from you to kill it.
Right: Tap the L or R button twice to roll your ship and shake off any amoebas that cling to your ship.

DO NOT shoot the large stingray! If you do, he will constantly crash into your ship until you die! If you manage to avoid all of the stingrays, a large whale will appear just before the end-of-level guardian; this absolutely spews bonuses and makes the Plasma Hydra a doddle to kill.

Weird central. This level's smaller than one of Garth's crazy spur-of-the-moment ideas, and believe me, they take some beating. It's a bit hard to find any real way to tip this stage but here's a rough guide to beating it. Firstly, shoot all the different ships that are launched at you – and remember, the squids can only be shot when they are facing away from you as they have a shield at the front. The really annoying bit in this level is the mean space amoeba attack. These cannot be shot and if they latch onto your ship they'll suck horrendous amounts of your energy away. To throw them off, roll your ship by pressing the R or L buttons twice. You're best to just roll through the entire section to make absolutely sure that they don't attach to your ship. Next you come across a load of odd creatures called stingrays. Never shoot the big one or he'll turn around and ram into your ship until you're dead. To avoid the smaller yellow stingrays, shoot them and they will turn blue and fly away. A large whale appears at the end of the level if you avoid all the big stingrays – shoot it full of holes to get loads of bonuses.

PLASMA HYDRA

Now this guy is hard! Big bird can only be damaged by shooting its arms and the damage will transfer into its body. Keep shooting the arms until they blow off allowing you to concentrate on the main part of the body. The main point of this guardian is to keep dodging and rolling to avoid its flailing arms. If these hit you, they'll take away half of your energy so be careful.

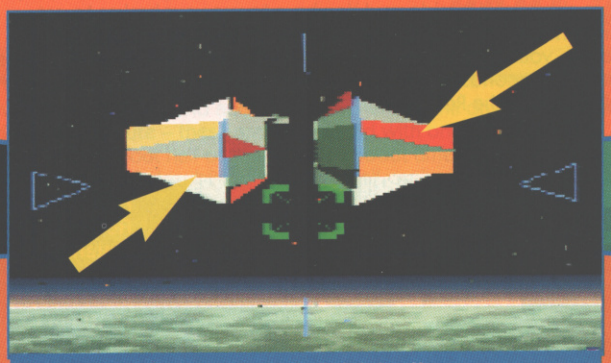
Shoot the Plasma Hydra at the ends of his arms to kill it.

STAGE 5 VENOM

Watch out for the shrapnel that flies around when you kill these. If you'd rather avoid them, just hit your retros and fly straight past them.

Right from the off you'll find yourself under fire from every ship imaginable as well as a load of missiles fired from the planet's surface. There are also some horrible triangular ships which cannot be shot until they turn around to face you. It usually pays to avoid them as they spray out deadly pieces of shrapnel when they explode. Things become even more hectic now as Andross chucks everything he possibly can at you. Next on the hit list are two minefield blocks which can be shot or avoided, and there's a bonus energy ring in-between them. Shortly after this a thin ship appears in the middle of the screen; you won't have seen many of these before, but if you shoot it you'll become invincible – hurrah! It's essential you get this as literally everything is thrown at you in the next few seconds. Survive this and it's on to the awesome metal smasher.

METAL SMASHER



Hit the Metal Smasher here to finish it off.

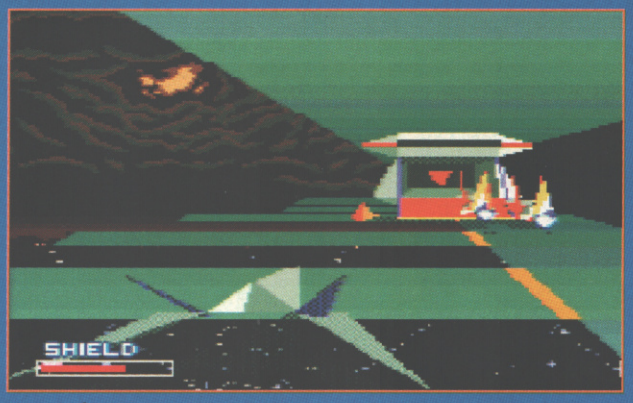
This thing is totally deadly. It comes in two halves, which join together to form a deadly crushing machine. For once it's worth listening to Slippy – shoot at the very centre of the pods to cause the most damage. It's usually worth blowing a few Nova Bombs here, although save at least one for later. Concentrate your fire on one half at a time rather than switching from one part to the other. Fire your boosters to escape when he moves towards you, hit the brakes and carry on firing. When he flips over to a horizontal position he'll chuck out loads of lasers and missiles which have to be avoided. If you kill this guy then you really deserve to be part of the Airwing team.

STAGE 6 VENOM SURFACE

There's no real point in trying to shoot the tanks that appear – you're better off losing them using a combination of retros and brakes.

Traditional combat's blown out of the window as the enemy craft try to ram yours. Forget about being able to shoot them all 'cos they move too darn fast. The best way to keep out of trouble is to use a combination of brakes and boosters. There's not much more you can say about this level, except that it's very similar and very, very hard. Good luck – you'll need it.

GALACTIC RIDER



Shoot the Galactic Rider here when the hatch opens up

Start off by shooting at the centre, while keeping an eye out for the hover bikes it launches. Next, fire a Nova bomb into the small gap in the guardian. The moment the hatch closes he'll try to crush you, so get ready to move fast. Keep blasting away at that hatch – it takes a long time, but it pays off. Honest!

ANDROSS

Hit Andross here to waste him.

As you would expect, the second version of Andross is a darn sight harder than the first. This time he has protective panels over his eyes (eyelids, I believe they're called). If you've got a good weapon you'll be able to get through them a lot quicker. Fire a Nova bomb into the centre of the screen when you've destroyed the lids then hammer away with laser fire.

DIFFICULTY LEVEL 3

STAGE 1 CORNERIA

So, you want to try level three, eh? I suppose you'll be wanting some help then? All I can say at this point is if you get into trouble keep rolling your ship. You can't aim properly, but the missiles won't hit you.

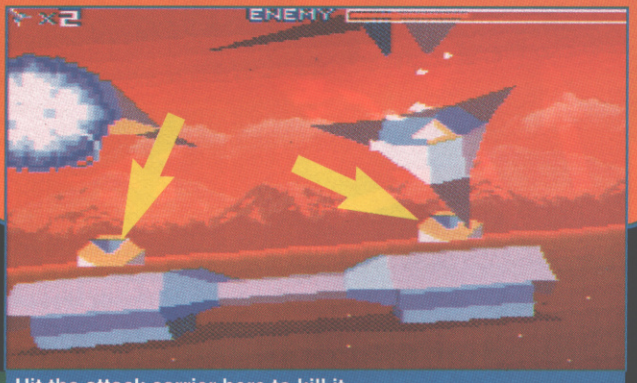
Fly through all of these arches to get...

...this

This stage isn't very different to its previous incarnations. The archways are positioned at slight angles, but if you're careful they won't pose any problems. There are two different power-ups in the hangers; on the left is a twin blaster, while on the right is a Nova bomb. After that come the same baddies that feature in the previous two Corneria levels, only more vicious. When you get through the city you will come across a network of tunnels – if you take the right-hand one you'll gain another Nova bomb. Loads of droids appear just before the Attack Carrier. Each one carries a piece of the guardian, which can be shot with some difficulty. The last hazards are loads of falling blocks hidden by buildings. Avoid these by staying low and using your boosters.

ATTACK CARRIER

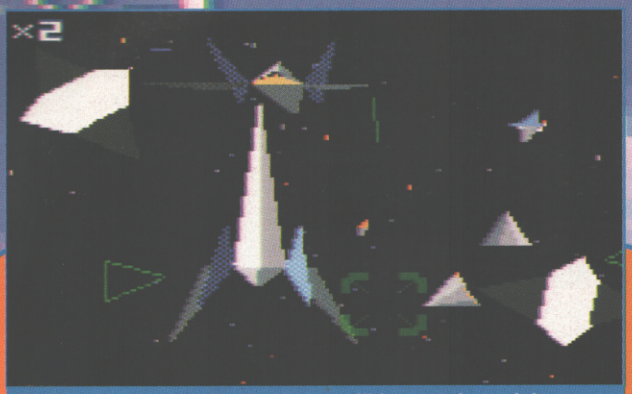
Aim for the red core which is beneath the domes. When you've taken out all three, aim for the power cones Hold on to your Nova Bombs as you'll need them on the later levels.



Hit the attack carrier here to kill it.

STAGE 2 ASTERIODS

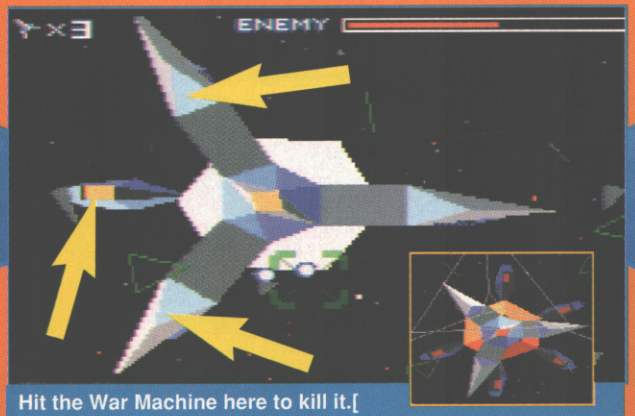
When you blast the wedge ships, look out for the explosion of fireballs.



This pick-up is invaluable, but you'll have to be quick to get it.

Once again, there's not much difference between this and the previous asteroid level bar a few new baddies. The biggest of these is a squadron of ships which look like spinning tops. Although they're easy to kill, they have a tendency to explode at random, spraying fireballs all over the shop. Some of the asteroids have faces just like the entrance to the black hole on the first asteroid level; these are dupes and spell instant death if you hit them. To clear the last section of this level, keep rolling left and right to avoid the asteroids and shoot the fighters which lurk in the debris. There's also an extra life just after the large piece of scaffolding so you'll have an unlimited amount of tries at the boss.

SPINNING WAR MACHINE



Hit the War Machine here to kill it.[

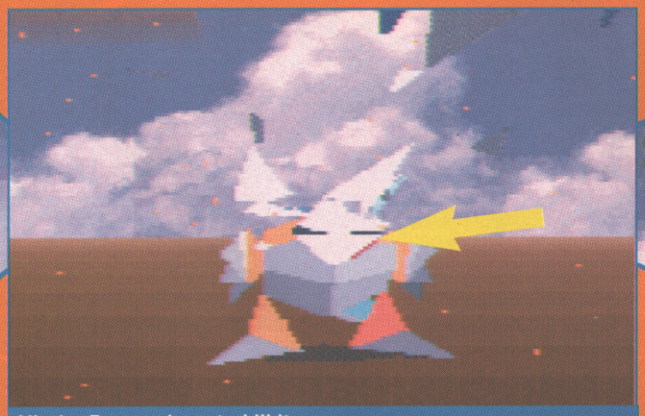
This bloke's really sneaky. He's absolutely covered in mirrors, which deflect all your shots back you! Try to have the fireball power-up by this point, as they don't damage your ship when they're bounced back. Destroy each leg in turn. Stop firing when the top section starts spinning and roll left and right to avoid the missiles and webs it launches. If you get trapped by a web, fire your boosters and press the left and right buttons to escape. Only use Nova Bombs when the top's stationary, otherwise they won't do any damage. When all the legs have been destroyed, make sure you get out of the way to avoid the main section.

STAGE 3 FORTUNA

If you fly through all of the arches you'll get this...and this.

The first things you face are large pollen-spitting plants which can't be destroyed, so spin to avoid them. Aim for the ground emplacements otherwise there'll be too many bullets to avoid. Duck aliens and sea dragons also appear so be ready for them. There's an invincibility power-up between the hoops of the second monster – collect it to make life a lot easier. Next up are the dragons' heads which churn out long streams of fireballs. Avoid these by ducking and diving and popping off the occasional shot at their heads. Further on is another power-up, followed by more flowers, ground-based missile sites, larger flowers, pillars and insects. There's also a blaster power-up in the fourth hoop.

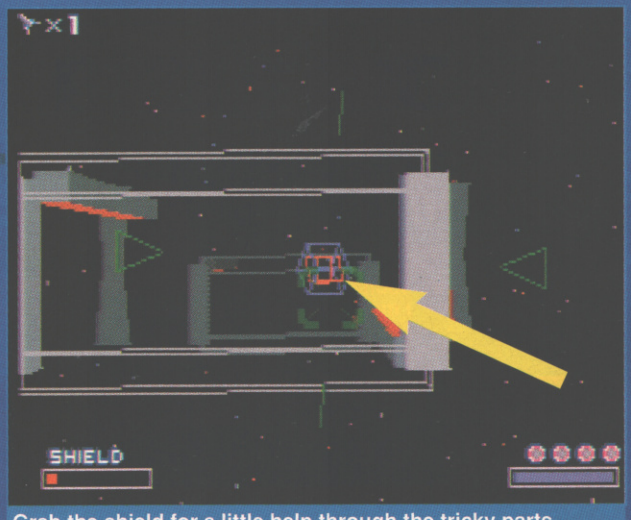
ATOMIC DRAGON



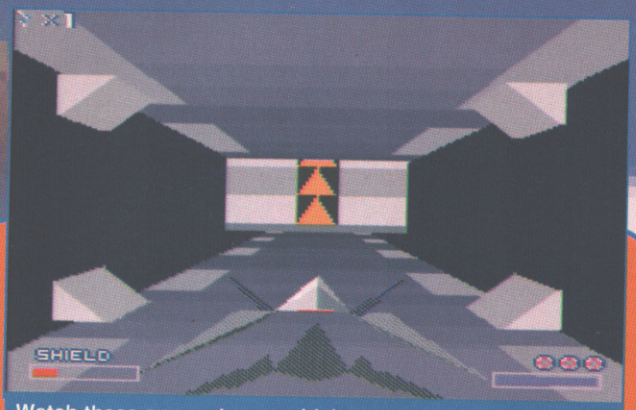
Hit the Dragon here to kill it.

To deal with this scaly beast you have to shoot its neck and tail, but the catch is he's only vulnerable when facing you. Roll left and right to avoid his tail when he flies around the screen, after which he'll waddle off. Now move to the centre of the screen and launch a Nova Bomb as soon as he turns to face you. Keep shooting his heads as he approaches, then duck out of the way at the last minute and keep firing at his back when he retreats. After a few hits his neck and tail will shrink, and If both are short enough, try blasting the body. If it flashes you can now blast him to bits. If the tail bulges it means he's about to lay an egg . When this hatches the baby dragon will come charging at you. After that keep working on the dragon's body and watch out for his fireballs. It shouldn't take you too long beat him.

STAGE 4 SECTOR Z



Grab the shield for a little help through the tricky parts.



Watch these arrows to see which way the block moves, you can shoot them to stop the arrows moving.

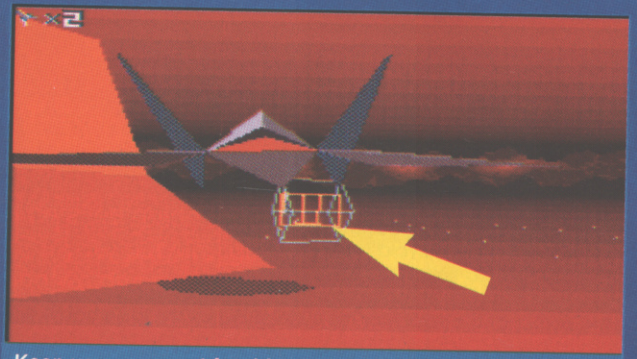
As before, scout ships are the first things you'll come across here, although these ones take a few more hits than usual. The spinning rods can be stopped in the same way as before; just shoot the arrows at the end of the them and they'll slow down. Keep an eye out for the near-invisible blocks, they're tough to spot so keep your finger on the booster switch and be prepared for some evasive manoeuvres. There's a blaster power-up about halfway through the section, so don't panic if your weapons are down-graded. After the first section of blocks you enter a space scaffold area with gun turrets positioned on the middle struts and also on either side of the screen. Use the booster to fly right down the centre of the structure while constantly firing at the turrets, this way you'll only take a few hits, if any. The second section of rotating shapes is even harder, so good luck. You will now enter the core which has loads of invisible blocks, so slow down and stay alert.

ATOMIC BASE

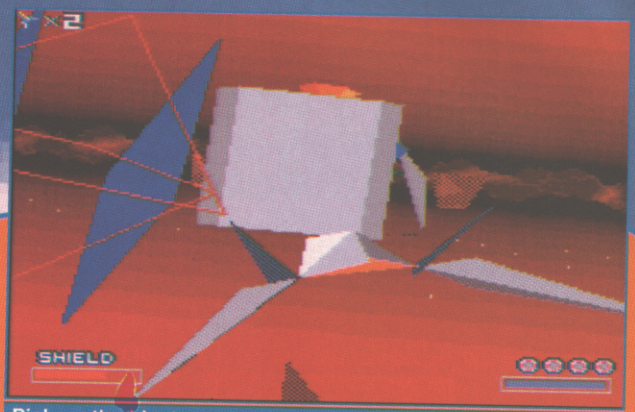
This bloke looks exactly like the one on the Space Armada level on Easy difficulty setting; he's damn sight harder, though! Use the same tactics as before but make sure you move around the screen a lot quicker. It's essential that you are armed with something more substantial than the standard blaster 'cos this guy is tough.

Hit the satellites, then concentrate on the main core.

STAGE 5 MACBETH



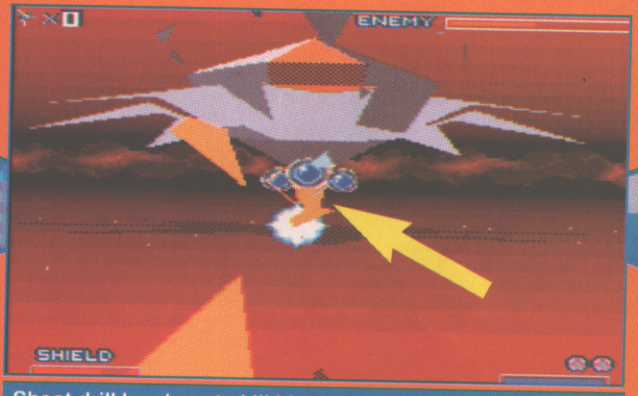
Keep your eyes out for this shield, it'll really help you through the level.



Pick up the blaster power-up and you'll make light work of the baddies.

This planet is hot, damn hot, real hot, as hot as CVG Towers in the summer. Get the idea? You start off in a cave where the threat comes from ground-based tanks. Earthquakes are another hazard, causing loads of rocks to crash down from the ceiling. Beware of the volcanoes which spew out bucket-loads of lava and rocks. Keep low and shoot the boulders to survive. What look like a load of thorns will attack you next. These have to be destroyed early otherwise they won't leave your ship alone. The second half of the level features a row of guns that are impossible to get past without taking a few hits. If you're confident with your flight skills you can clear a path with a few well-placed shots, otherwise loose off a Nova Bomb.

DRILLER KILLER



Shoot drill boy here to kill him.

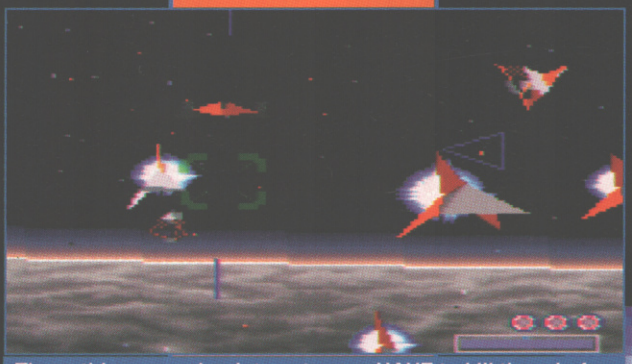
This guy uses a smoke screen to spoil your aim. Blast the lower section of the guardian as it spins but don't shoot the balls that rotate around the target as these reflect your shots back at you. The Driller Killer's weak points are the edges of its base. A Nova Bomb, launched at the lower section, will take loads of energy. Remember that, even when he's shielded by smoke, you can still hit him.

STAGE 6 ABOVE VENOM

Under no circumstances, no matter how much you're tempted to, use a Nova Bomb on this level. You'll need all the firepower you can muster to beat the boss. The only new baddy you face is a long thin ship which fires oval beams at you. These can do quite a lot of damage so make sure you kill them as soon as they appear. There's a large energy ring midway through the first level that will come in dead handy. If you fly through it you'll be able to pick up a power shield and a smart blaster power-up. As you approach the end of the stage you'll be set upon by hundreds of those blasted triangle things. Then, it's the Warship.

The shield will provide an un–ending amount of help.

Doh! Who didn't listen to the advice about saving all your Nova bombs for the end of the level?



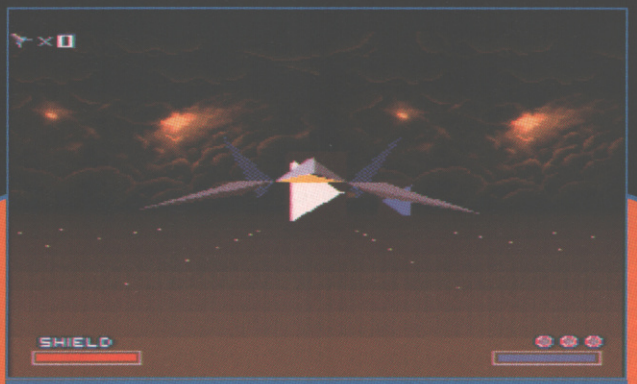
These things are absolute gets, you HAVE to kill them before they get to you or they'll pummel you.

ANDROSS WARSHIP

Hit the Warship here to kill it.

First of all fly to the right-hand side and and turn your ship on its side. This way you can hit the baddy and avoid all its missiles. Once all the targets on that side have been destroyed move to the left and do the same there. Fire two Nova Bombs in quick succession when he launches a smoke bomb to cause him maximum amounts of damage. Although this guardian is really hard, follow these tips and you should come out on top.

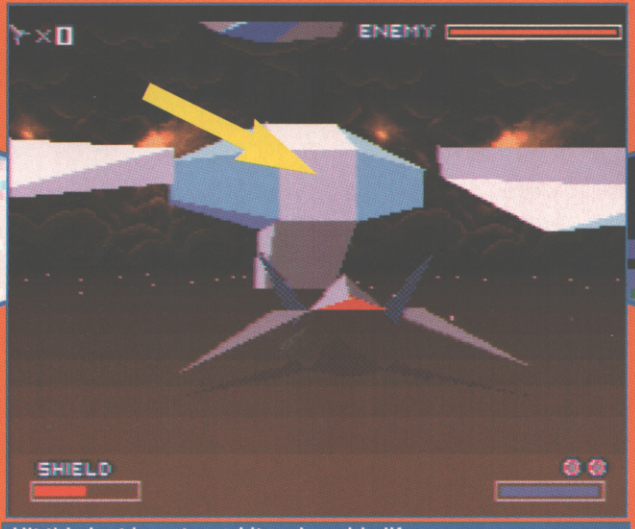
STAGE 7 VENOM



Watch the arrow on this block for which way it is going to move. You can shoot the arrows to stop them moving.

There are very few enemies on the planet's surface but there are loads of traps and pitfalls to catch the unwary pilot. If you avoid all the aerial attackers you'll be rewarded with a shield. As soon as you have it, fly really close to the ground to avoid more instruments of death. On the right-hand corner there are plenty of square obstacles which appear right at the last moment, and it is very hard to dodge them. One sneaky way of avoiding everything is to stay in the top-right corner of the screen. From this position you can destroy all enemies who threaten you while only taking a few hits.

MEGA ROBOT

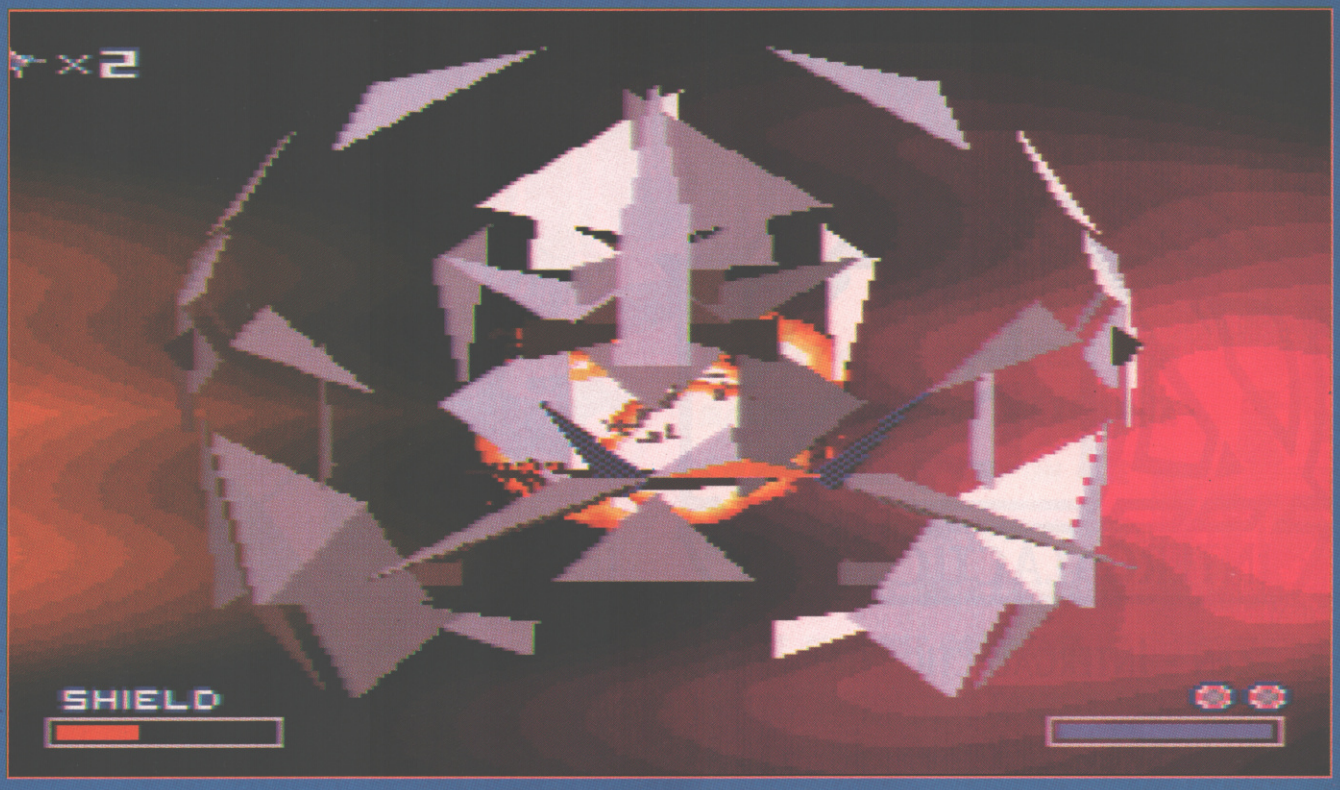


Hit this just here to end its miserable life.

Unload with everything you have on the main body segment and Duck left and right to avoid the lasers and fireballs. When the energy bar is down to half the robot will rotate and fire iron balls at you. Move in a circular motion to avoid them but don't get trapped n the corner of the screen or it's curtains. When the main body splits it rolls balls towards you but they can be destroyed or avoided. Now it's onto the final Andross!

ANDROSS

Shoot that face to win!



The very last guardian takes the same form as before but with twice as much energy and increased firepower. You'll need to use every part of the screen to avoid his shots. As soon as Andross is revealed, launch two Nova Bombs at the centre of the screen and then pump him full of lasers. You will have to return to the face a few times to finish him off. It's worth taking risks as the longer you take the less chance you'll have of beating him.

THAT'S IT! YOU'VE COMPLETED STARWING! HURRAH FOR YOU!

SHOW US YOUR TIPS!

WIN A HANDFUL OF GAMES!

We can put loads of top player's guides together – just check out this Starwing one if you don't believe us. That's 'cos we're great at games and know all the hints, tips and cheats. And we can fly and make excellent household pets. But how about YOU! Can you come up with something as fabtastically excellent and generally whizzo as this? We doubt it, but we want you to prove us wrong by knocking out a detailed guide to a recent game then why not try it? If your players' guide, map, tips or cheats is tops and we decide to print it, you'll win a £100 software prize! What more could you want? Send them off to:

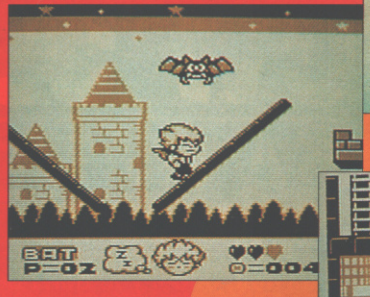
I RECKON YOU JUST CAN'T BE BOTHERED TO WRITE YOUR OWN TIPS, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

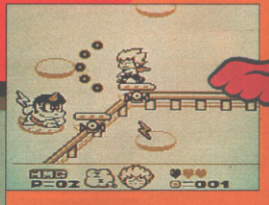
GAME BOY®

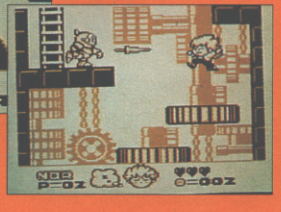
Nintendo®

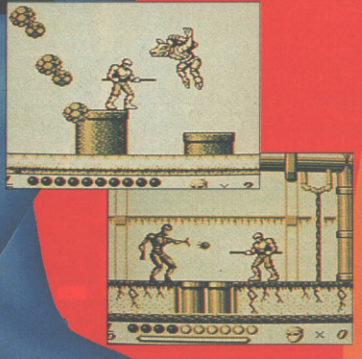
ZEN
INTERGALACTIC NINJA™

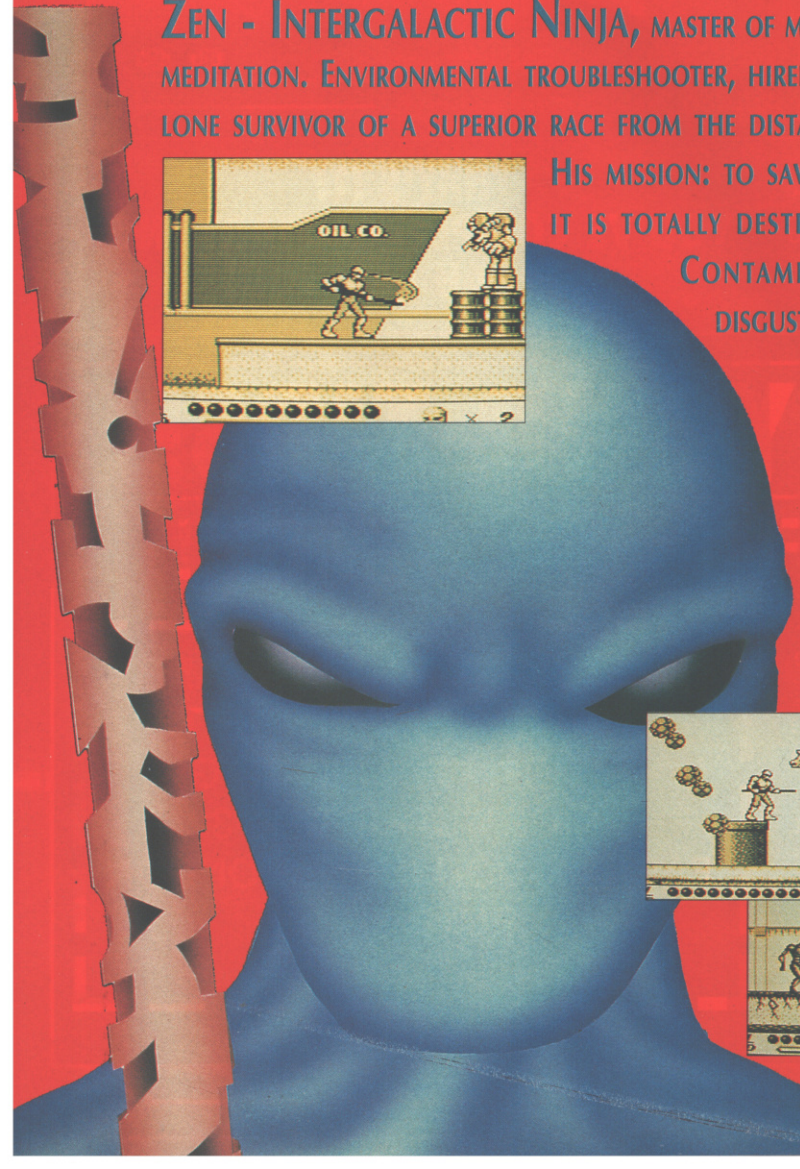
ZEN - INTERGALACTIC NINJA, MASTER OF MARTIAL ARTS AND MEDITATION. ENVIRONMENTAL TROUBLESHOOTER, HIRED ENFORCER AND LONE SURVIVOR OF A SUPERIOR RACE FROM THE DISTANT PLANET OM. HIS MISSION: TO SAVE EARTH BEFORE IT IS TOTALLY DESTROYED BY LORD CONTAMINOUS AND HIS DISGUSTING POLLUTION.





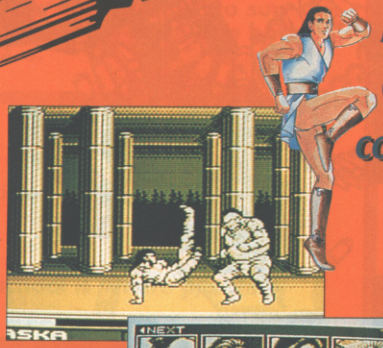


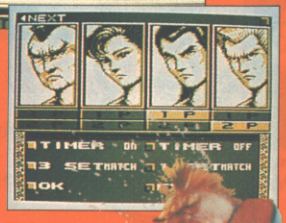


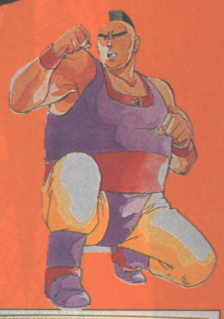


RAGING FIGHTER

A SELECT GROUP OF MARTIAL ARTS MASTERS FACE THE ULTIMATE CHALLENGE IN ONE ON ONE COMBAT. AN ANNUAL TOURNAMENT WHERE THEY MUST CHALLENGE THE TOUGHEST OPPONENTS. IF THEY SURVIVE THIS COMPETITION, THEY THEN MUST FACE THE HARDEST TEST OF ALL.... A FIGHT AGAINST THEIR OWN ALTER EGO.







HE'S THE COOLEST LIVING CORPSE EVER TO STAKE HIS CLAIM ON GAME BOY. With 7 powers, 2 fangs and 1 serious attitude, Kid Dracula is a vampire you won't want to mess with.

Original Nintendo Seal of Quality

KONAMI

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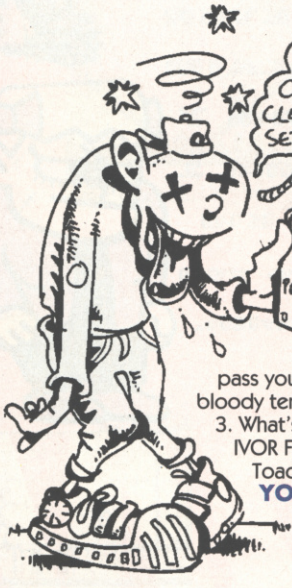
YOB'S MAIL BAG

AAARRRRGGGHHHH! Can I believe my eyes? Another festering pukepile of letters so rancid they're sprouting legs and running for the dunny themselves! Welcome to another slice of Britain's highest quality Mailbag, stuffed from ballcock to basin with the laughable low-life you lot keep lobbing my way. Luckily the man with the mouth is around to keep sad types firmly in their places and ensure that freedom and justice prevail. If you're sad enough to think you match my wit and wisdom, pull your head out, wash your hands and fire off your latest discoveries to: HELP ME, HELP ME, I'm JUST A SAD LITTLE LETTER LOOKING FOR A LIFE, YOB'S RECTUM RIPPINGLY HILARIOUS MAILBAG, COMPUTER AND VIDEO GAMES, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember there's an utterly Yobtastic ONE HUNDRED POUNDS for the best letter of the lot, and a kick in the crackers for the rest...

FLABBY IS NOT THE WORD



Dear YOB,
Please answer these questions:
1. I have heard that Super Donkey Kong is coming out for the SNES with Mario armed with a rocket launcher instead of a hammer. Is this true?
2. At the phonebox I phoned Acclaim and asked them when Mortal Kombat was coming out. They said we'll pass you on to the Helpline and then my bloody ten pee ran out, so could you tell me?
3. What's your opinion of Toejam and Earl?
IVOR FORGOTTEN
Toadd, Myname.

YOB: 1. What are you on?
2. Isn't it illegal?
3. Ah, now I understand.

ENJOYS HIS FOOD

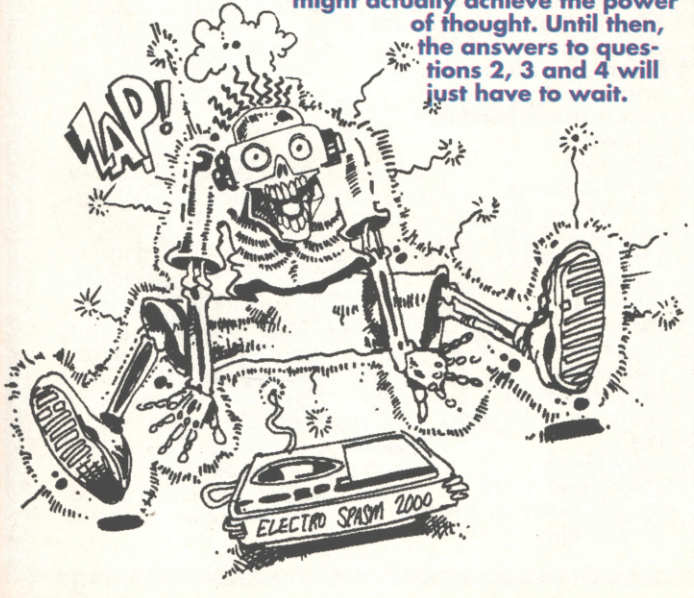
Dear YOB,
I am trying to get this through your thick skull, you silly get! Please give me the code for SF2 to make it turn into Championship Edition on the Pro Action Replay! And if you don't give it to me I'll come round to your stupid offices and kick your crew in their faces.
SOMEBODY STUPID
Dimville
Forgothisname
PS Print this letter.
PPS It's eight digits on the action replay.
YOB: Try the following: 05631212. If that doesn't work try 67543421. If you're still having no luck try 33257532. This last code is guaranteed to work, although you might need to try variations on the last three digits. If you're still having no luck, try entering the codes backwards (these combinations come from Japan and may have to be reversed for PAL machines) and jump up and down on the cartridge to reinforce the connections. If you still can't get any results try squirting some toothpaste up your nose to supplement your sadly deluded brain and write back when you know what an IQ is.

QUITE LARGE, ACTUALLY

Dear YOB,
Just to please my own curiosity: did Gary Whitta go to Selwyn Infants School?
PETER ROLLINSON
London E4
YOB: Of course not. Infants school is where people learn to write.

MORE THAN A LITTLE LARDY

Dear YOB,
I think CVG is the best video games mag in the world. Please answer the following questions:
1. Is there going to be an adaptor for US Super Nintendos?
2. Can you have more cheats in your tip books?
3. Which game is better: Mario Kart or SF2?
4. Are there going to be any other games for the SNES using the new FX chip?
MATT HUTCHINSON
Hertfordshire
YOB: 1. Yes. Look out for the ElectroSpasm 2000, a plug-through control deck capable of delivering 60,000 volts through the Cranial Kickstart Headset (supplied). Follow the instructions carefully and you might actually achieve the power of thought. Until then, the answers to questions 2, 3 and 4 will just have to wait.



NOT CALORIE DEFICIENT

Dear YOB,
You're a totally brilliant person and will you please print this letter as I have to ask you some questions.
1. Would you recommend Super Star Wars for the Super NES?
2. Will Indiana Jones and the Fate of Atlantis appear on the SNES?
3. If Indy Atlantis does appear on the SNES, will you have to use a mouse?
4. On the SNES I have got SF2 and Super Mario Kart. I am stuck for ideas on what to buy next. Any suggestions?
J ARNOT
Menston, Ilkley
YOB: 1. Yes.
2. No plans at the moment.
3. Not necessarily.
4. Can I interest you in Yob's Flexiplan 2000 savings scheme? For just £10 a week our financial experts will invest your cash in various enterprises with our exciting new high interest option: No CashBack Guaranteed. Flexiplan 2000 also gives you total control over your cash: you can choose not to have it now, not to have it later or not to have it at all. For further details and immediate enrolment, send your loose notes, coins, diamond rings and crabby old oil paintings of cherubs and stuff to: Flexiplan 2000, Yob's Mailbag, etc etc. It's the wisest choice you ever made!

LIKES A BIT OF BEER

Dear YOB,
I am thinking of buying a console, so can you please answer these questions?
1. Is Tetris ever going to appear on the SNES?
2. What is the release date for the Super CD?
3. Is Mega CD a 32-BIT machine?
4. Will Streetfighter 2 ever become a CD game?
5. Can you use the Mega CD without the Megadrive?
6. How much does the PC Engine and games cost on import?
7. What is the difference between Contra Spirits, Contra III and Super Probotector apart from the names?
THOKOZANI MOYO (Pronounced Toe-Ko-Zani)
Belvedere, Kent
YOB: 1. Why bother when Super Tetris on the SNES is completely brilliant anyway?
2. Sad news: Nintendo have thrown a bit of a wobbly and put the whole CD question on hold. Right now nobody seems to know whether the machine is coming or not, although the Almighty Yobster can tell you that the machine which will eventually arrive will be quite a surprise...
3. Nope.
4. Probably.
5. Nope.
6. Ask Console Concepts nicely (0782 712759) and they'll tell you. Your best bet is to buy one secondhand: it's a wicked machine and some sad types are selling them for a song.
7. What's the difference between you and Andy Crane, apart from the names?

TO BE HONEST - RATHER FAT

Dear YOB,
Before you read this letter. You must know I am not so good in English, Because I am from the Netherlands. Here goes. I own a SNES and a Amiga (and I love Super Frog). Could you please answer these questions for me:
1. How many games are there for the SNES?
2. Any more news on the CD-ROM for the SNES?
3. How much will it cost?
4. Which is better: Ryu, Ken or Quille?
5. Which game is better: Final Fight 2 or Streetfighter 2?
6. Will Jungle Strike come out on the SNES?
7. What is your favourite game on the SNES?
8. What is better: a Amiga or a PC?

JASPER GRUTER
Holland
PS YOU MUST PRINT THIS LETTER!

YOB: 1. More than the cells in a Dutchman's brain.
2. Yes.
3. The news or the machine?
4. Quille. He's the least famous of the Streetfighters and can only be found in Dutch versions of the game. He wanders around in big clogs waving a load of wilted tulips and tries to convince people that Holland is an exciting place to visit.
5. SF2 Dutchman Edition.
6. Haven't I already answered that?
7. SF Turbo.
8. Which is better: A Dutchman or a Canadian?

NOT SLIGHT BY ANY MEANS

Dear Mr YOB,
Being an avid reader of CVG (by the way, why did the Powers That Be decide to erase the + from the new logo as I thought it was a rather good reproduction of its kind) and having not contributed to it until now I thought it time that somebody actually agreed with what you say. **(I don't get paid enough for this - YOB)**. Not wishing people to think that I am a raving rear end rancher I would like to make a slight complaint. The reference that everyone 20+ from Stoke On Trent is a, and I quote: "time-hardened lump of horse cack." I am over 20 and come from Stoke On Trent and feel the aforementioned statement to be completely uncalled for. After all, was it not Stoke On Trent which brought the culinary delights of the humble Oatcake to these shores? **(I mean, how much would it take you to endure this drivel?)** Please don't say: "What's a frumping Oatcake?" because apart from the above insults I would like to say **(Hour after hour)** that I highly approve of the sarcasm you deliver to the majority of the bizarrely penned letters you receive **(Day after day)** and the lists of questions some idiots write out. Let's face it: **(Month after month)** if the gets actually read the magazine's text they would find most of the answers within, thus eradicating the need to bombard you with their imbecile ideas **(Year after year)** of half-witted humour, as I'm sure you'd rather be doing something more worthwhile like tucking into **(With night blurring into day)** an Oatcake and cheese. Sorry for troubling you **(And no end in sight, whichever way you turn)** but I felt it necessary.

Sincerely,
DJC
Stoke On Trent

YOB: Hello, Samaritans? I'm sorry, but it's either him or me...

NOT UNSWEATY

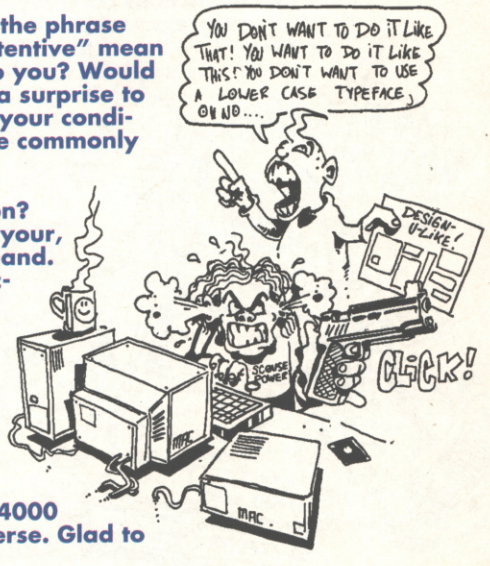
Dear YOB,
I have been reading CVG for over a year now and I have noticed that Paul Rand (CENSORED - YOB) so please print this letter as I think the world should know (CENSORED - YOB). Thanks.
JAMIE HALL
Birmingham

YOB: The facts you present are perfectly true. I believe what you say, and he would indeed require plenty of practice. Unfortunately this is a family magazine and my team of lawyers has advised sweeping censorship to protect the young and impressionable.

CAN'T SEE HIS TOES

Dear YOB,
We are writing in to complain about several things. Firstly, the new-look CVG. Why you changed it in the first place we will never know as the old look was ace! Although the covers are better the pages rip easily, the news sections are too full of photos and not enough info and the tips are often written wrongly. For example, your Mario Kart tip said that to get Special Cup on time trial you had to press LRLRLLRR but didn't say we had to press the A button as well. Still on the subject of Mario Kart in issue 137 you said that after completing Special 150cc there is a new tournament. We completed it yesterday, only to find that you were spinning our chins and that there was no new cup. Also, I have bought CVG for two years now and I haven't seen one person win your so-called prize of £100 for the best letter once. Please, please please change CVG back to its former glory.
MURRAY GOULDEN AND DANIEL JONES
Montgomeryshire
PS You could go dating with the Queen's Mother and she'd be the looker.

YOB: Does the phrase "Anally Retentive" mean anything to you? Would it come as a surprise to know that your condition is more commonly known as Terminal Constipation? Luckily for your, help is at hand. I would recommend either a rather large suction pump four times daily or the Yobington MaxiBlast 4000 on full reverse. Glad to be of help.



GRAVITATIONALLY WELL ENDOWED

Dear YOB,
Please could you answer these simple and crap questions?
1. Which is better: Mario Kart or Starwing?
2. Is Jungle Strike coming on the SNES?
3. My mum is totally rubbish at computer games. Please could CVG have a Parent Tip Corner?
MARK BUCKLEY
King's Lynn, Norfolk
YOB: 1. SMK.
2. No announcement yet, but it will.
3. Parent Tip Corner 001: When playing your favourite games, don't do what we did or you'll end up with a Mark of your own. Thanks to Mrs Buckley, of King's Lynn, for that.

RATHER LARGE, REALLY

Dear YOB,
Answer these questions please.
1. Is Body Blows on the Atari ST?
2. Will there be a CD-ROM for the Atari ST?
3. If yes, when?
4. Is Body Blows any better than Streetfighter 2 on the ST?
5. Is Tuff E Nuff better than Streetfighter 2?
6. What is the best game on the Super Nintendo?
MARK BLAKE
Newcastle
YOB: 1. Ho Ho Ho.
2. Ha Ha Ha.
3. Hee Hee Hee.
4. Yes Yes Yes.
5. No No No.
6. Turbo Turbo Turbo.

HARDLY MALE MODEL MATERIAL

Dear YOB,
Help me Yobi-Wan Kenobi, you're my only hope...Help me Yobi-Wan Kenobi, you're my only hope...I own a Super NES and am a great fan of Baseball, even though I don't fully understand the rules of this strange American pastime. Could you please exorcise your divine powers and tell me which is the best baseball game available for the Super NES, its release date its possible price? If you can I will be most grateful.
JOHN BOOTH
Birmingham
YOB: Best baseball game I've seen in quite a while is Super Baseball 2020 from Tradewest, a Super NES conversion of the Neo Geo game. It's not going to be out until later this year, but start saving your dosh. Until then, Super Baseball Simulator 1000 from Culture Brain is probably best of a rather sad lot.

NOT SHORT OF A FEW POUNDS

Dear YOB,
I am 11 years old and in need of some information, so please answer these humble questions. I am forever in your debt.
1. Which is better: Lemmings or Humans?
2. Are you a sad get?
3. Which is better: Nintendo or Sega?
4. Will T2 be out on Super Scope? If so, when?
DAVID GILL
Preston
YOB: 1. Lemmings.
2. Have you been drinking your mother's nail polish again...
3. And shoving the bottle up your bum...
4. Hoping you might be able to capture your brain?

DEAD POOH-ETS SOCIETY

Hi YOB!
I'm Lee. Tom Lee (As in Bruce) and this is my brilliant bid for that 100 quid. It's a poem.
(Verse 1) Mario the plumber
Thinks Sonic a bummer
'Cause his fur's a funny colour.
(Verse 2) Sega are downward bound
As long as Nintendo are around.
Streetfighter 2 - what a game
Puts Sega's Sonic to shame.
(Verse 3) What it is I'm trying to say
Is Sega, you're crap,
Go away.
TOM "I need that money now" LEE
West Wickham, Kent
YOB:There was a young jobbie called Lee
Whose talents weren't worth a pee
He penned a few words
Which dropped out like turds
He's cack, I'm sure you'll agree.

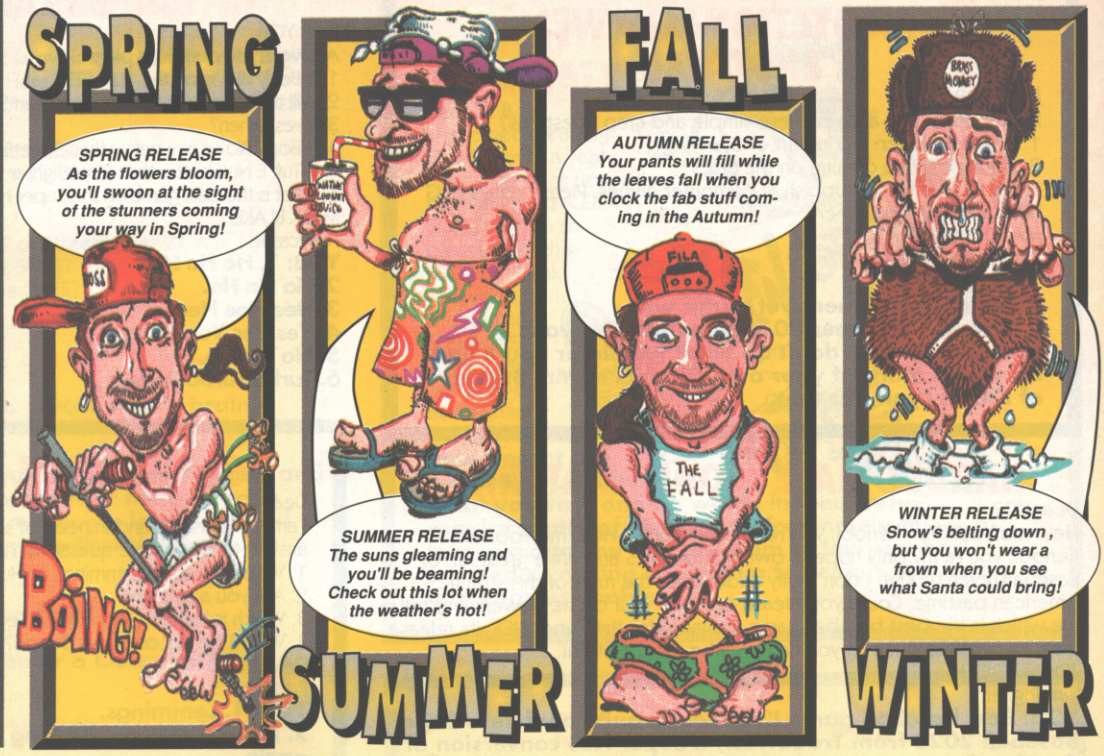
DEAD POOH-ETS TOO

To YOB,
Yobbo is a tatter
He wears a tatter's hat
And when he wears it back to front
He looks a total ****
DANNY BROWN
Humberside
YOB: Humberside's is in tatters
The place is total tatt
In fact it looks just like the turd
You leave when you've just **

HAS LOST COUNT OF HIS CHINS

Dear YOB,
In your November issue on the Cheat Mode page (67) you had a cheat for Bad Dudes. On the fifth line down and first word, which was "the", you had missed off the "e". I was so horrified I didn't see my brains leaking out my ears. When I realised this had happened I scooped them up in a Ragu jar of spaghetti bolognese sauce. I then plopped them back in and sewed my head back up with my sewing kit which I had for my birthday. And it cost £100 ('cos it was a nicked present from the Queen). So as I had to lose my present I think you should pay for it as it was your mag made me do it.
WELSLEY CADBY
Solihull, West Midlands
PS For some unknown reason I now speak Italian. So send me £100 or I will send my Mamma Mia to kill you.
YOB: Ordinarily I would treat this letter with the contempt it deserves, but I understand your dilemma. Life can't be easy with a name like yours. It must be tough when the only person on the planet with the same name is the jobbie from Star Trek NG, but look on the bright side: at least you're from Solihull, so it's not as if you're important or anything. Next...

PREVIEWS



Deary deary me, it's HOT! Imagine it, the hottest day of the year so far (28th June, 4:45 precisely) and the CVG crew is stuck in a sweltering office with no air conditioning. And the water machine's broken. And to make matters worse, the games we've got in to preview this month are so hot that the temperature's about to break the 100° barrier, which means Rand's sweaty armpits are getting almost bad enough to force an evacuation of the building. Never mind, let us affix those clothespegs to our noses and press on with this month's batch of summer specials...

OUT TO LUNCH

RELEASE

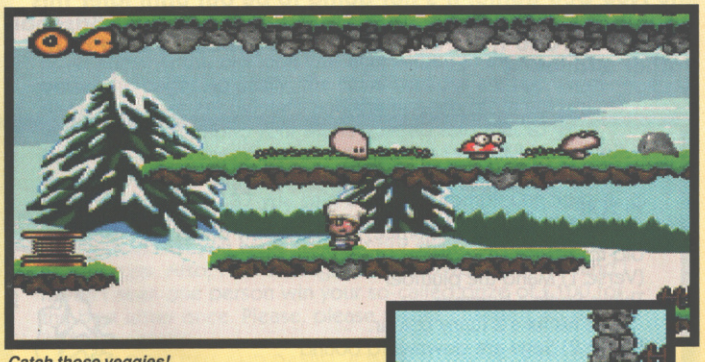
SUPER NES • MINDSCAPE • £TBA

Pierre Le Chef is a... well, he's a chef. A french chef to be precise, and a jolly good one at that. If he was on Masterchef he'd probably win it, for example. However, Pierre has a problem. There's one thing that a chef just can't do without, and that's his ingredients. And all of Pierre's have come to life and decided to run away rather than be subjected to the horrors of the boiling pot.

So, before all of Pierre's customers at his high-class swanky-time restaurant get fed up of waiting for their a la carte meal and go down to the kebab house on the corner, Pierre had better get his ingredients back and start cooking. That means venturing out into several bizarre locations around the globe with his net and custom-built cage to bag them.

Pierre Le Chef: Out to Lunch harks back to the good old days of games like Bubble Bobble, where everything was simple and nice. Like those old classics, Out to Lunch doesn't do anything fancy – the object of each stage is to rush about the platforms, scoop up the runaway fruit and veg (there are no meat products, so veggies can play happily) and bung them in a cage so they can be shipped back home. Only when all the foods have been safely caged can you get to the exit and go after the next lot.

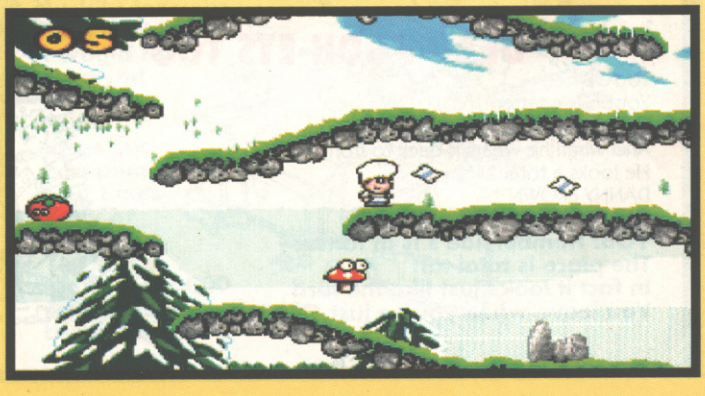
Things are complicated by an envious rival chef who runs on and unlocks the cage door, freeing the food you've caught – fortunately you can bash him to get him out of the way. And it's possible to pick up extra food icons to power up Pierre. The bottle of tabasco sauce, for example, gives Pierre fiery breath with which to scorch the food into submission. Early test plays in the CVG office have been very well received, but we won't see the finished product until nearer Christmas. We've certainly got an appetite for it, though.



Catch those veggies!

There's only ten minutes of cooking time left..

Needs a bit more salt.



SUPER PUTTY

SUPER NES • SYSTEM 3 • £TBA

Continuing the tradition of top floppy games inevitably making their way onto consoles sooner or later is System 3 with Super Putty. Since the original Amiga version of Putty scooped no end of press accolades and dominated the Amiga charts last Christmas, the team at System 3 has been hard at work tweaking and converting the game for the Super NES.

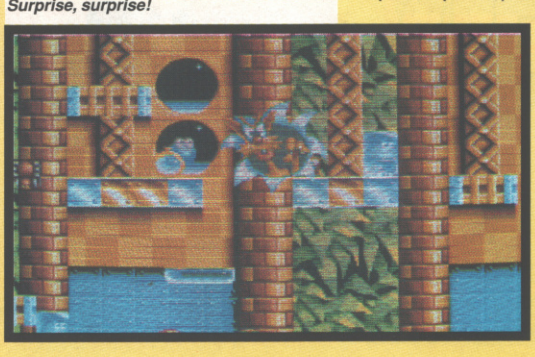
In what is surely the weirdest game scenario we've read in yonks, the whole thing centres around a little blob of putty called Billy whose job it is to save an army of lovable robots from the horde of evil aliens trying to kill them on the planet Zid. Each of the 18 stages is built like a vertically-scrolling tower connected by platforms and ladders on which the hapless 'bots and their alien enemies bounce around on frantically. Working against a strict time limit, Billy has to round up all the robots and get them to a safe exit before he can leave for the next stage.

But, we hear you ask, what good is a piece of putty against hordes of bloodthirsty aliens? Ah well, fans of the original will remember that Billy is no ordinary piece of Putty. As well as wriggling along and jumping, he can mould himself to take on new shapes, like a fist that bashes the bad guys. He can also absorb enemies into his gelatinous form, blow himself up to giant size and even imitate the shapes of other characters.

With heavily stylised cartoon graphics and buckets of sampled sound and speech, Putty promises at least to be one of the funniest SNES games to date – if the developers can squeeze as many comic touches into the Nintendo console as they got into the Amiga (like the little mouse who thinks he's the Terminator and runs around screaming "Uzi nine centimetre" while blasting everything in sight), it probably will be.

In space, no-one can hear you scream...

Watch out for the mutant sausages, Marlon!



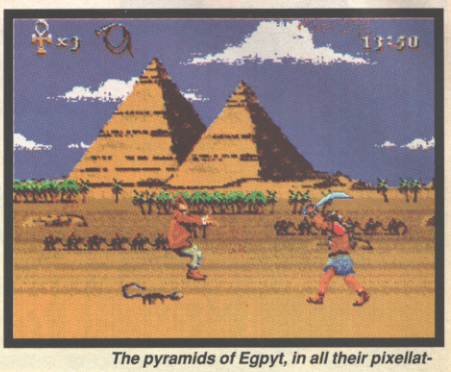
Surprise, surprise!

IMPERIAL PURSUIT

PC • US GOLD • £TBA

So you were a bit good at X-Wing, were you? Managed to destroy the Death Star at the end, did you? Well don't sign yourself up for any R&R just yet, because LucasArts is about to release its first Tour of Duty add-on disk for its incredibly-popular Star Wars flight combat sim – and things are a lot tougher this time round.

When loaded into the original X-Wing, Imperial Pursuit sets starfighter pilots up with the next chapter of the ongoing war against the Empire, with 15 all-new missions to fly. The story this time has the Rebels fleeing from their secret base on Yavin after it is discovered by an imperial patrol. In their haste, however, the rebels leave their food supplies behind to be destroyed by the Empire, so it's a race against time to find a new base before their rations run out. The basic game hasn't changed much, with X, Y and A-Wing fighters still the choice for pilots in their varying missions. But the new scenario makes for four new cinematic sequences, lots more digitised speech, an original music score – and the chance to go up against a devastating new Imperial weapon. Imperial Pursuit also includes a Top Ace Pilot disk that allows you to play all of the old X-Wing missions in any order you like. Imperial Pursuit is just the first in a series of Tour of Duty disks for X-Wing. A second add-on instalment is due out later in the year, and considering the success of the original game, they should go down a storm. Imperial Pursuit should, with any luck, be out within the next month, so keep 'em peeled.



The pyramids of Egpyt, in all their pixellated glory.

Get ready to take on the Empire's finest in Imperial Pursuit.

Here's a picture of a big fat man. And no, it's not our publisher. (Except it is).

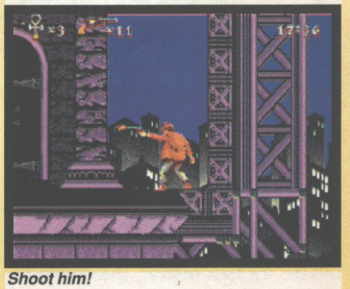
INSTRUMENTS OF CHAOS STARRING YOUNG INDIANA JONES

MEGADRIVE • SEGA • TBA

The Young Indiana Jones Chronicles will definitely ring a bell if you've got a Sky dish or, more likely, if you live in the USA, where George Lucas' TV series about the early adventures of the whip-cracking hero has been a massive success. And, like most successful action-based movies and TV shows these days, it was only a matter of time before TYIJC was turned into a console game.

After allied intelligence uncovers a German plan to buy military hardware from scientists around the world, agent Indy is dispatched to get there first to stop the technology trade taking place. Peru, Tibet, Egypt, England and India are where the secret meetings are being held, and once they've all been stopped it's off to the Fatherland to drop a fatal spanner in the works of the German war machine.

It's not very nice in Tibet.



Shoot him!

Instruments of Chaos is a left-to-right platform runabout with Young Indy defending himself against the various baddies with his fists, pistol, grenades and, of course, his trusty bullwhip.It's a little similar in style to the last Indy game, Last Crusade, but with a bit more to it. Though still quite early in development, Instruments of Chaos is already looking very nice indeed, particularly in the animation stakes (Indy's bullwhip is well smart), so Indy fans should have something rather good to look forward to around September. Let's just hope it's got more thrills than the TV show itself...

PREVIEW

SUPER NES

by ANCO

Price TBA

OCTOBER RELEASE

Stage of Development

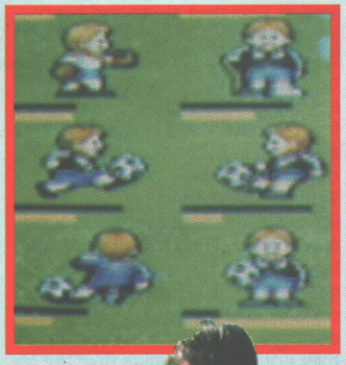
95% Completed

KEVIN KEEGAN'S PLAYER MANAGER

Kick Off players, get ready to move up to the next level – Anco's follow-up lets you manage the team as well as play in it! Your match commentators, Gary Whitta and Trevor Brooking...

Console owners may have the likes of Mario and Sonic all to themselves, but there are still plenty of software greats that floppy gamers can claim to have got first. Anco's classic Kick Off, for example, was revolutionising the world of computer football on Amiga and ST long before Megadrive and Super NES owners ever got a look in. The same is true of the follow-up Player Manager which only now, after years of success on floppy formats, is finally coming to the SNES. It should be worth the wait. Even though football management is one of the busiest game genres on Amiga, Player Manager is still seen as one of the very best. It's like a management fan's dream – a detailed and realistic manager game based around the incredible arcade engine of Kick Off. And, unlike the England team, it's every bit as good on grass as it looks on paper.

The icons represent different skills; the yellow line is your skill, the black is the divisional average.

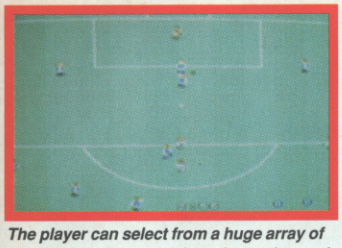


WINSTON CHURCHILL

The best thing about the action section in Kevin Keegan's Player Manager is that it's a complete arcade game in itself – if you like, you can skip the management side completely and just have a good old-fashioned game of the new, improved Kick Off against the computer or a friend. The practice options are in there too, along with a penalty shoot-out section. So, even if the management side of football leaves you cold, there's still enough in there to satisfy your wildest arcade desires. Or, at least, that's the theory. We'll have to wait until the game is finished to see how the new, enhanced action game stacks up against the old Kick Off or, for that matter, the console versions of Sensible Soccer, which are due out at around the same time. Now almost completely finished, Kevin Keegan's Player Manager just needs to go through the normal Nintendo approval procedure before it's ready to be released in October.

Choose the stand to play a match, calculator for finances and Kev to manage!

There's more of the pitch on view than in Kick Off, but the action's just as frantic!



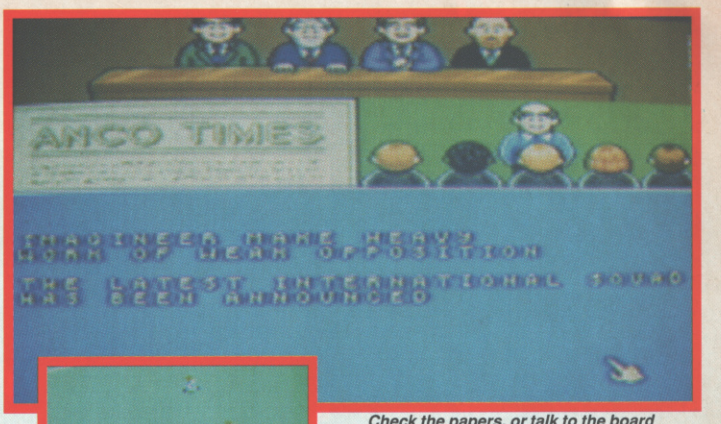
The player can select from a huge array of teams – but the names have been changed.

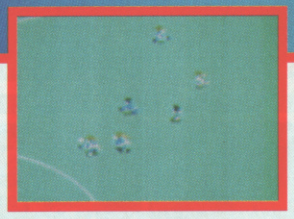
Top midfield action in Kevin Keegan's Player Manager.

Not even Manchester Utd needs a squad that big – sell 'em off for loadsacash!

MAGGIE THATCHER

Since Player Manager's original creator Dino Dini has defected to Virgin Games with Goal!, the man now bringing the game to the SNES is Steve Screech, who co-designed the old Kick Off games with Dino. But since management games are generally looked on as a bit dull, and console games have to be zappy and exciting to get anywhere these days, this new SNES version is a world apart from the Amiga original. The stuffy old league tables have been replaced by cutesy Japanese-style icons and, as you've probably already guessed from the title, Newcastle United manager Kevin Keegan has lent his not-inconsiderable name to the whole shebang.

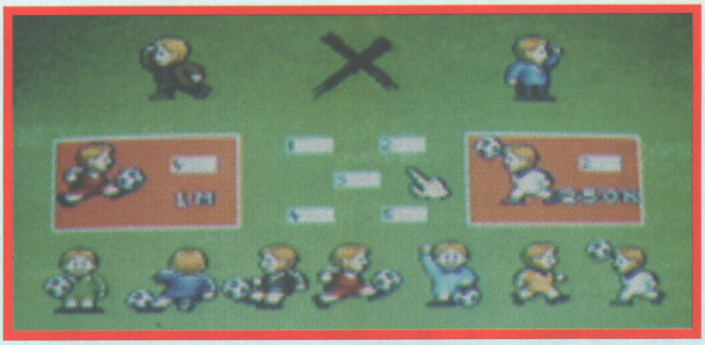


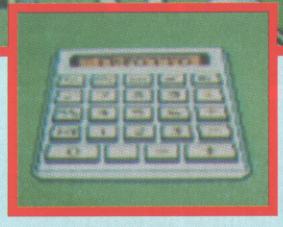


Check the papers, or talk to the board about financing.

YOUR BOYS TOOK ONE HELL OF A BEATING

It might look like child's play on the surface, but underneath there's a bubbling cauldron of complex sums and football facts that add up to create a realistic soccer world, with injuries, contracts, player skills and other important factors constantly being juggled by the program. But if you're an old Kick Off fan, probably the most exciting thing about Player Manager is the all-new arcade section, which is based on Kick Off but has been radically re-designed for even more excellence. The graphics have been completely redone, and the control mode tweaked to make it tighter and more fluid. The game itself slots nicely into the management section – whenever a match comes up, you can choose to watch the action from the dugout or take to the pitch as a player, just like in Kick Off. Alternatively, if you're a bit dull and only want to play the management bit, you can skip over the match itself and have the result computed automatically.





BOBBY CHARLTON

As player manager of the domestic club of your choice, you start off wallowing at the bottom of Division Three, but with your sights set on the heights of the Premier League. With a team of young but inexperienced hopefuls, not very much money and a bit of luck, your job is to guide your boys to glory using your skill and judgement. To get results in the fiercely competetive league and cup tournaments, you'll have to put players through rigorous training programmes, organise team tactics, buy, sell, negotiate with and scout for players, look after the club's finances... basically everything a real manager does, apart from taking a "bung" or being arrested for kerb-crawling. Or throwing tea cups around in the dressing room. Or punching photographers. Or (that's enough - Ed). As you do well, the team climbs up the table, which means bigger crowds, TV sponsorship and other revenue, which allows you to bid for more expensive players and expand the club. Of course, if you don't get results the fans will stay away and before long you're looking at the sack. A bit like Ian Porterfield. Allegedly.

Amiga and PC fans needn't feel left out, as versions are on the way for their machines at the same time. However, it won't look quite the same, as the console versions' cartoony icons and displays will be replaced by more serious-looking tables and graphs, because that's the sort of thing you appreciate when your games machine has got more than six buttons on it. Other than that the game is exactly the same, and is due out in October alongside the SNES cart.

You've got an above-average player there, but his stamina's a bit cack.

EURO-FANS START HERE!

Kevin Keegan may have lent his name to the UK version of Player Manager, but he's not quite as big abroad (except maybe in Hamburg) as he is here, so Anco has signed up some other top footballing names to front the game in other countries. In Germany, for example, top boy Karl-Heinz Ruminegge is the man in the sheepskin coat, while in Italy and France it's endorsed by international AC Milan star Jean-Pierre Papin.

PREVIEW

MEGADRIVE

by SEGA

Price TBA

AUTUMN RELEASE

Stage of Development

75% Completed

The first dino you'll meet is a friendly Triceratops.

JURASSIC PARK™

Last month's Jurassic Park feature may have been tops and exclusive and all that stuff, but where, as you quite rightly asked us, were the Sega versions? Fear not, Megadrive fans, Spielberg's Summer blockbuster is on its way to your machines too. And here's the proof...

Aah, don't shoot her!

Look out, those spikes are deadly.

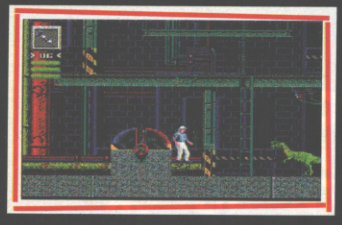
The film is out. It's making a fortune. It's as good as everyone said it was going to be, if not better. The Jurassic Park hype is, at long last, over. Well... almost. We're still waiting for the arrival of the games, and although we know that Ocean's Nintendo and floppy formats are looking good, the Sega versions have been particularly mysterious up until now. Like the movie, Megadrive Jurassic Park has been kept tightly under wraps during its development, and was only shown publicly for the first at the Summer CES in Chicago. Jurassic developers Blue Sky Software have been on the case for the last 15 months, no less, but it's only now that we're starting to get a sneaky peek at the year's biggest Sega licence.

WHAT'S THE STORY?

You'll probably be chuffed to hear that this version isn't just a carbon copy of Ocean's efforts. A different development team means a different game design, and while Ocean's games are a mix of birds-eye blasting action and 3D adventuring, Sega has opted for the more traditional platform approach. Don't go groaning just yet, though – this one's got a bit more to it than most levels'n'ladders romps. The main hook is that it's effectively

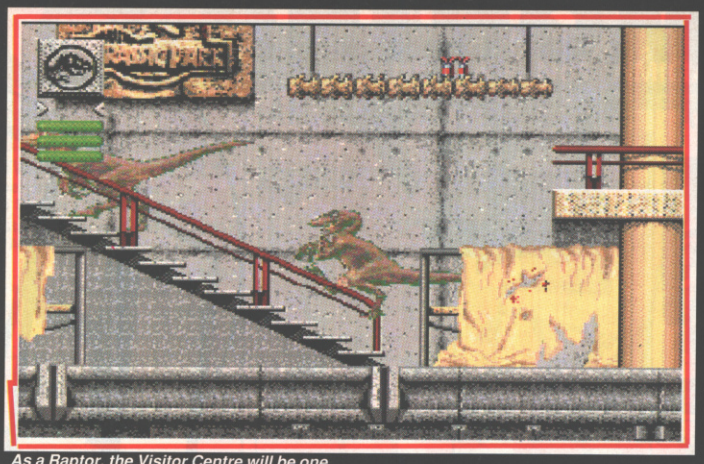
two games in one, as you can choose to play either Alan Grant (the paleontologist hero of the movie) on a mission to save the island's stranded guests from the visitor or – interesting touch, this – a Velociraptor (one of the movie's deadliest dinosaurs) trying to escape Jurassic Park to the outside world.

No matter who you play, the general game map and layout remains the same – but that's about all. As Grant, you're up against the wide variety of dinosaurs in the park, ranging from Raptors, through the venom-spitting Dilophosaurs and even the giant T-Rex, but can protect yourself with all manner of weapons, like stun guns, gas grenades and tranquiliser darts. If anything the Raptor has a tougher job, with only his jaws and claws to protect himself and an army of heavily-armed park guards to contend with.



PARK PATROL

Whoever or whatever you choose to be, Jurassic Park is made up of 13 levels starting in the jungle (if you're a Raptor you've been freed from your holding pen by lightning, while Grant begins from the point where the jeep crashed after the movie's T-Rex attack) and progressing through all the major park locations – the jungle river, power station, volcano etc, each with their own set of background hazards. And on top of all that lot, of course, you've got the dinosaurs, which Sega claims are some of the most intelligent enemies ever seen. A bit of clever programming here and there has made the enemy dinos' behaviour impossible to predict, and as a result no two games are ever the same. A Raptor may decide to slice you to pieces in one game, but the same dino might just sniff you and walk on past in the next. We think it's a fairly safe bet that you can always rely on the T-Rex attacking you, though.



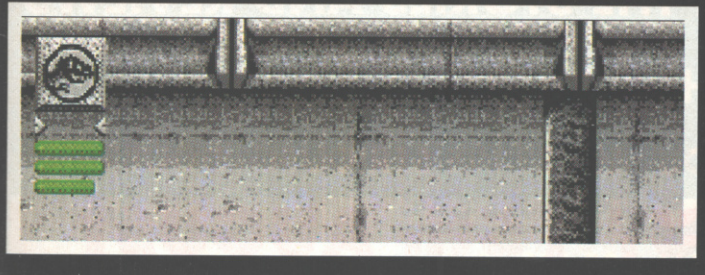
As a Raptor, the Visitor Centre will be one of your goals.

SCOPIN' AROUN'

What with Rotoscoping being one of the sexiest tech terms at the moment, Jurassic Park has got oodles of the stuff in it, mainly based around Alan Grant. One of Blue Sky's programmers, dressed up in jungle costume, was filmed performing all the necessary game actions – walking, crouching, climbing, jumping etc – and the video frames were digitised to come up with the final character animation. It's the same technique used in Flashback and the result is a game that, especially in the first jungle level, looks very similar to Delphine's classic, which can't be bad. It's got a similar control feel too, with Grant able to shin up poles, clamber on jungle vines, and hang from high ledges as well as the standard running and jumping moves. Similarly, many of the movie's monster models were brought into the development studio to be videoed and digitised going through the motions, so the computer dinos should be dead ringers for those on the big screen.

Peril from above.

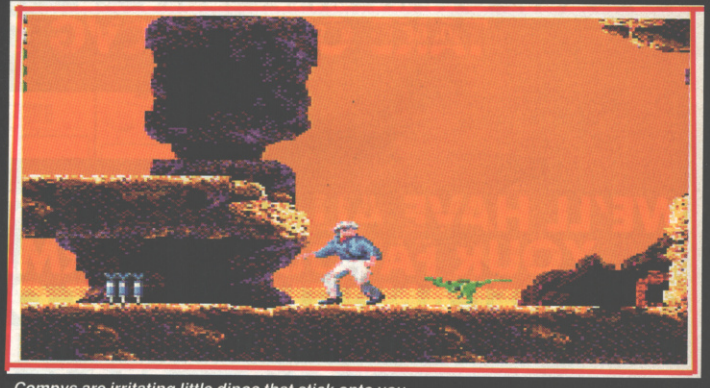
A Dilophosaur is no match for a Velociraptor.



AND FINALLY...

So, that's that, then. Jurassic Park is coming to the Megadrive and it's looking rather fabbo. A contender for top platform game on Sega? Perhaps. After all, it's got 16Mb of chip power behind it (that's twice the size of your average platformer), and early preview plays in the CVG games vault have been very positive indeed. But we'll have to wait until the Autumn to find out which of the two big consoles will be able to boast the best version. In any case, go and see the film 'cos it's brilliant (we know, because we saw it a month ago at a secret preview. So yah boo sucks).

Inside the volcano - which isn't in the book or the film. Oops.



Compys are irritating little dinos that stick onto you.

WHAT HAPPENS NEXT

GRAPHICS – All the backdrops and sprites are in place, so now it's just a question of clearing up graphical glitches and sweeping those ugly bugs under the carpet. Graphic artist Doug TenNapel used to be TV cartoon animator, so he knows his stuff.

SOUND – Each level has its own theme tune, and there's no shortage of sampled FX, including the T-Rex roar. Music man Sam Powell has also added an element of interactivity to the sound, so if you listen carefully to the jungle noises, you might get some clues as to what's round the next corner.

GAMEPLAY – Dinos and humans are running round the landscape happily, but the team still needs to finalise level design, placing of bonus objects etc, so it all gels together into a playable experience and not just an aimless runaround.

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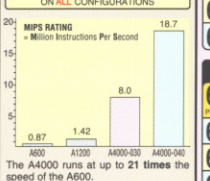

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ISSUE 22 AUGUST 1993

EMPIRE STRIKES BACK
CAPCOM'S GAME BOY GREAT!

STREETS OF RAGE II
THE SMASH HIT SEQUEL ON SEGA!

JIMMY CONNORS' TENNIS
WIMBLEDON ON YOUR LYNX!

INSIDE

● KRUSTY'S FUN HOUSE ● RODLAND ● DARKWING DUCK ● POWER PAWS ● AND MUCH MORE! ●

GAME BOY GAME GEAR LYNX GT

TENGEN

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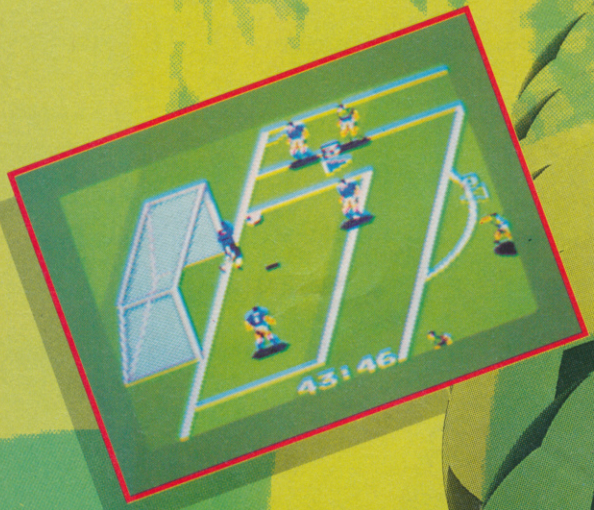

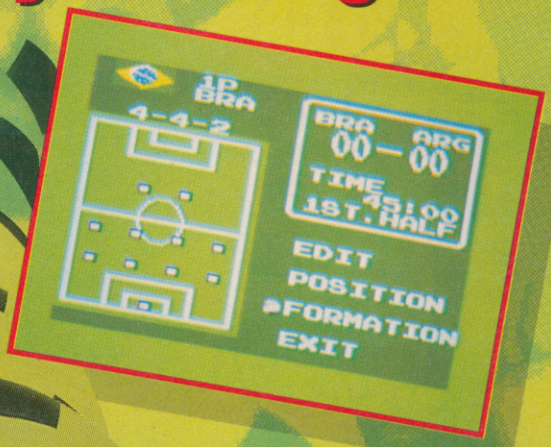

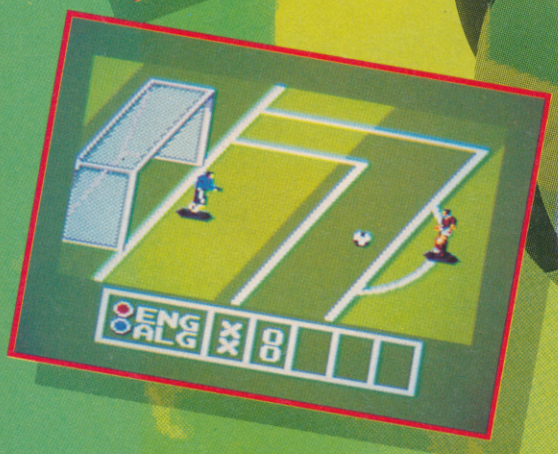

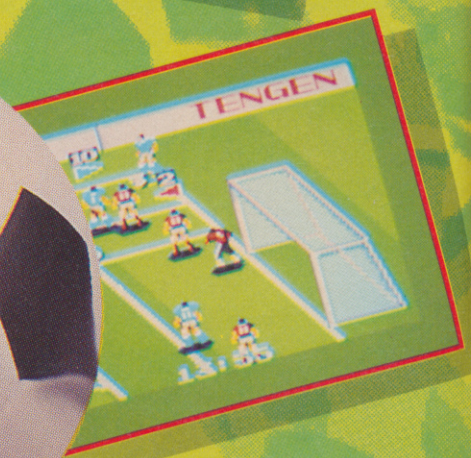

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HAND-HELD GO! VIDEO GAMES

Can you believe that another month has swept by and the August issue is upon you already? Course you can, and who can blame you? A day waiting for the next instalment of the greatest mag known to man is like a chat with Jeremy Beadle – it drags on forever!

Boy, have we got a bumper bonanza of an issue for you this month! The GO! Bots have been driving their diodes to destruction night and day to stuff your 32-page freebie to bursting point! So what has the world's fabbest hand-held mag got to offer this issue? Well, we kick off with the manic and completely loony Krusty's Fun House on Sega's baby, The colossal Empire Strikes Back storms onto the Boy and Jimmy Connors' Tennis makes a play for the Lynx, but undoubtedly the biggest breakthrough is the incredible cover game Streets Of Rage 2 on the Game Gear. We've even provided you with a stunning, exclusive insight into what goes into putting together your huge tome in the form of the world renowned GO! photostory! So what are you waiting for? Don't listen to me wittering on – turn the page and let the fun commence! See ya next month!

PAUL RAND

GAMES IN THIS ISSUE!

ISSUE 22 AUGUST

6 KRUSTY'S FUN HOUSE
Yep, you can't keep a kerrazy clown down! Bart Simpson's TV hero is having a slight rodent problem on the Game Gear. Can you rid his home of the pests? Do you want to? Check out that Review!

8 DARKWING DUCK
Disney's aquatic superhero is taken by the wings and given the full treatment on the Boy, but how does the feathered fowl shape up?

10 STREETS OF RAGE 2
The Megadrive monster finally makes its Game Gear appearance and by all accounts it's a cracker! Get the full spec in the GO! Review!

19 POWER PAWS
Find out what the GO! Bots thought about Asmik's unique platform puzzler and see if Power Paws really is the Lemmings beater we all pray for!

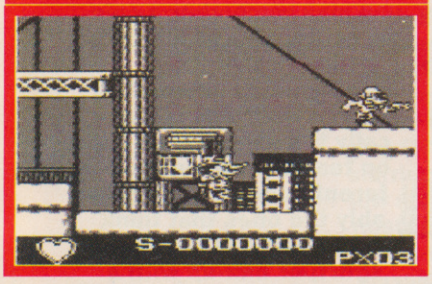
20 TUMBLE POP
A weird name for a weird game! Get to grips with yet another of this month's brain tweakers and fire up all cylinders on your Game Boy!

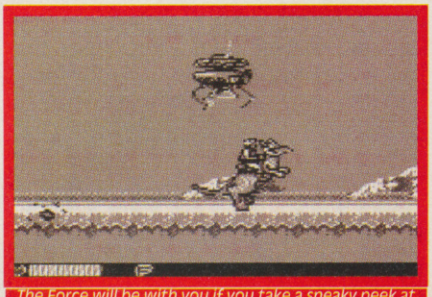
22 JIMMY CONNORS' TENNIS
Out on SNES, Game Boy – and now the Lynx! The reviews have been 50/50 so far, so check out the definitive look at Atari's cart for the deciding vote!

24 RODLAND
The twins are back with the mini version of the arcade and computer hit. Can the platform capers of The Sales Curve's dynamic duo cut it on the Boy? Find out!

26 THE EMPIRE STRIKES BACK
It's been aaages coming, but UBI Soft's straight conversion of the NES version to the Game Boy looks like being a sure-fire hit. But don't take our word for it – check out the Review and see for yourself!

The latest animated superstar to emerge from the Disney cryogenic chamber is Darkwing Duck – and you can check out his Game Boy game in this very issue!





The Force will be with you if you take a sneaky peek at Capcom's Empire Strikes Back on Game Boy!

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NEWS

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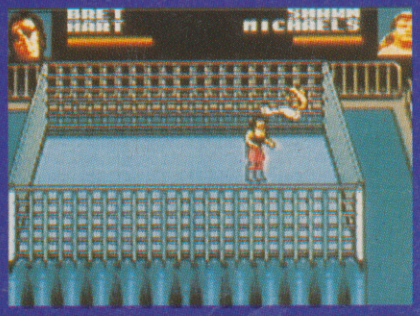
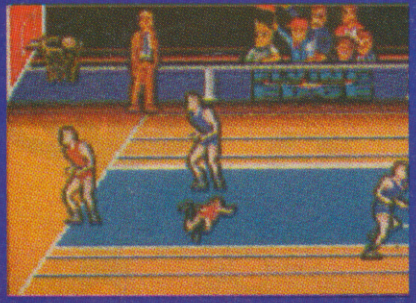


Acclaim isn't the sort of company to rest on its laurels. Even though it's got Mortal Kombat well into production, that doesn't mean there's no more games to work on. Four biggies coming your way are Spider Slayers, WWF Steel Cage Challenge, Crash Dummies and Arch Rivals. Spider Slayers is the new cart starring your friendly neighbourhood Spiderman, battling against an army of bad guys – looks good. WWF Steel Cage and Crash Dummies are Game Gear converts of the popular Game Boy titles, while Arch Rivals is a Gear version of the basketball coin-op which became a quite tawdry Megadrive game not too long ago.



JURASSIC ON GEAR!

If you've bought this mag on the very day that it's released, you have only one day to wait until the biggest movie ever opens across the country. Yes, Jurassic Park has caused a storm of Hurricane Andrew proportions – and it's coming to the Game Gear!

In the game, you play dinosaur expert Alan Grant, who's got to rush around the unique wildlife park in an attempt to bring the dinosaur population under control. It all sounds rather interesting, and it'll be released in September – a whole two months before the Master System and Mega-CD versions! Oh yeah, and we'll have seen the film a whole three weeks before you plebs, so ha ha!

WHAT'S THAT PONG?

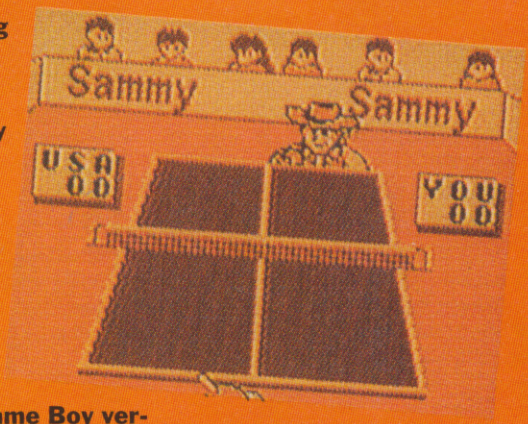
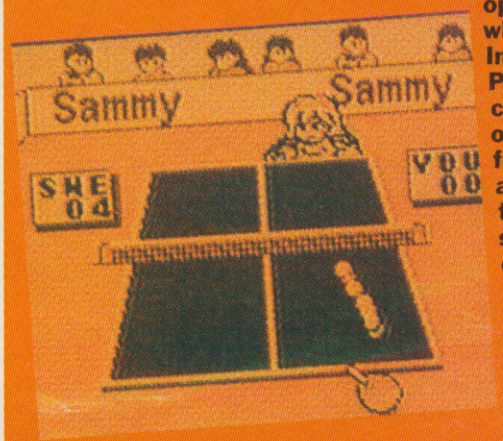


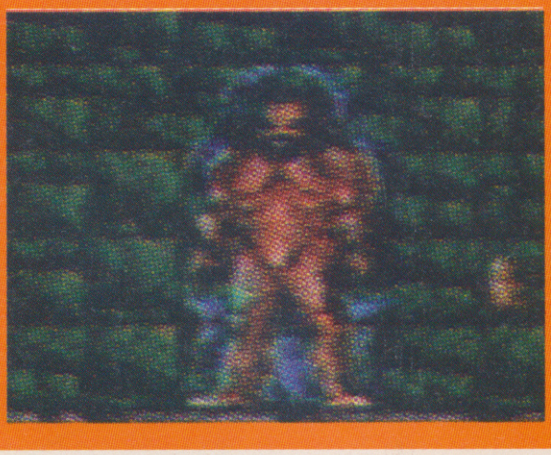
Table tennis – or Ping Pong as the foreigners call it – is quite a sport in some countries, but never really took off over here, except in PE at school when you didn't want to play football 'cos it was raining. American Sammy (or just plain Sammy, as they like to be known now) are about to release a Game Boy version of this fast-moving game called Battle Ping Pong. If you cast your mind back a few years, you may remember a coin-op conversion which Ocean whittled out on their Imagine label called Ping Pong – well, this is basically the same game. Take on teams from eight different countries (presumably the ones that think table tennis is a real sport) or link-up with a chum and battle it out across the wire! The original was a good laugh, and there's little reason why this one shouldn't be as good. Review soon.



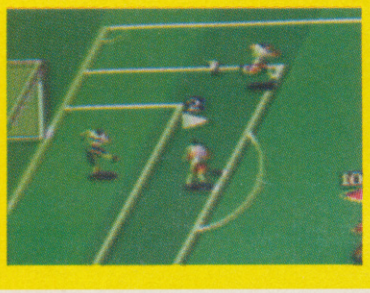
GET YOUR TEETH INTO DRACULA

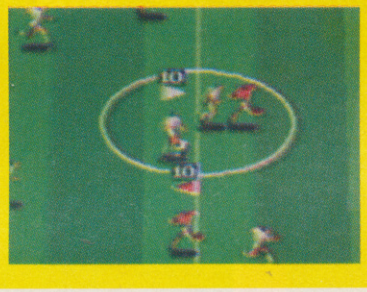
The Lynx has a version of Dracula – now it's the turn of the Game Gear! But not the cheap book license – Sega's got the rights to produce the film conversion!

Starring hunky Bill and Ted star Keanu Reeves, Bram Stoker's Dracula was a fair-to-middling movie, but looking at these early shots, it could well turn out to be a very impressive Game Gear title. Taking on the role of Jonathan Harker, you've got to rescue your lovely lady Mina from the pointy-toothed lad and his chums in a seven-level platform extravaganza, battling through Hillingham Estate, Carfax Abbey Crypt and Dracula's Castle, among others, in both day and night-time stages. Sounds a bit of a giggle, and you can check it out in GO! over the coming months.



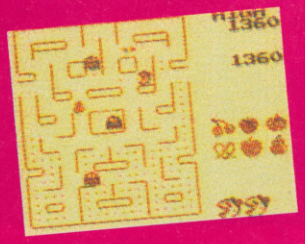
THE ONLY WAY WE'LL GET TO THE WORLD CUP!

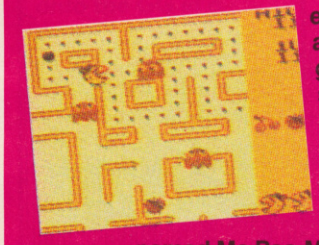




Gagging for a slice of soccer action to tide you over until the 1993/94 season begins in a few weeks time? You could do worse than check out these shots of Tengen World Cup Soccer. Based on the coin-op of the same name, TWCS has you up against up to 20 different world teams in a choice of either Exhibition games or the full World Cup. There are seven different offensive and defensive formations, as well as strengths and weaknesses for each team which bear a fair resemblance to their real-life counterparts – so presumably England will look good against the best teams in the world then completely balls-up when they come across USA and Norway. Footballing bitterness aside, Tecmo World Cup Soccer is coming to Gear soon – look out for the GO! Review!

PAC'S BACK! AND THIS TIME HE'S A GIRL!





Let's face it; Pac-Man was a great laugh in its day. You couldn't move in early 80s cafes for the hordes of eager young things crowded around the machine, gagging for a go of the game starring the spherical, yellow star. Namco, in a fit of nostalgia, are soon to release the sequel to that classic, this time starring Pac's missus, the aptly named Ms Pac-Man!

The game's the same as before, except for the bow in Ms Pac-Man's hair and 'between-level intermissions to give your thumb a break.' Indeed. Ms Pac-Man should be out in a month or two at a price yet to be announced. Ground-breaking stuff, huh?

HAND-HELD KOMBAT!

Game Boy and Game Gear owners can look forward to conversions of the sure-to-be-a-smash Mortal Kombat! You know the story – bunch of battlers battle their way through each other, ripping out spines and doing other nasty things to each other in the process – so we won't dwell on that in case the newspapers are reading and shout 'Outrageous!'. We'll just print a screenshot of each version and let you drool until we bring you reviews of both!

KRUSTY'S FUN HOUSE

Whoa, momma! Krusty's Fun House has been overrun by rats – and they didn't even pay their entrance fee! Krusty it may be, but who'd want to visit Springfield's premier tourist attraction when they have to wade through tons of rodent droppings? Enter the Simpsons – they're on hand to kill the rats, but first Krusty has to lead them to the traps in this Game Gear adaptation of Acclaim's cracker which bears more than a passing resemblance to the Lemmings style of play.

GAME GEAR
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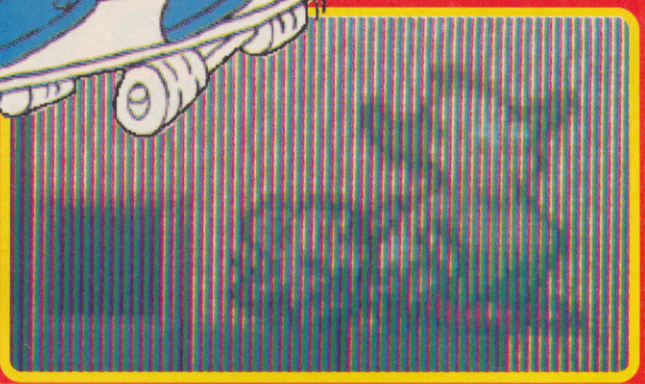
PIPE DOWN

Bart and company have only been able to set one trap in each room, usually in some completely out of the way place. Being of the terminally thick variety, these rats will wander blindly in one direction until they hit an object, at which point they'll double-back and meander off in the opposite direction. Krusty's job is to help them reach the traps by planting various objects in their path, allowing them to get to the trap and come to a very sticky end. There are several types of block to move around as well as fans, springs and transporter pipes which blast the rats around the screen. Hurrah!



Klownin' around in the Fun House!

Bart's got that rat bang to rights!

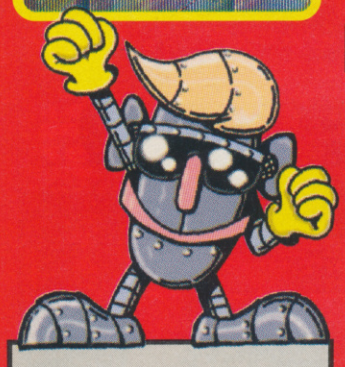
Little rats, little rats, let me in!

LIKE RATS IN A TRAP

Instead of just calling Rentokil to dispose of the rats by feeding them little blue poison pellets, Krusty has employed several members of the Simpson family to eradicate the rodents for him. Ingenious bunch that the Simpsons are (honest!), they've come up with some clever, albeit highly highly dangerous, rat killing gadgets. Bart's creation involves a boxing glove which flattens the unsuspecting rodents, while Homer inflates them until they explode. Very pleasant.

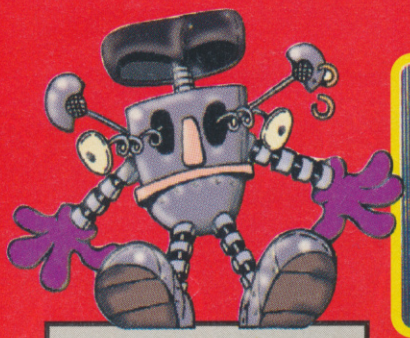
UP KRUSTY'S PASSAGE

Waiting for the rats to wend their way to the trap is dead boring, so it's handy that Krusty's Fun House is full of passages. These are often secreted behind blocks which Krusty has to kick out of the way with his size 13s. Down the tunnels are plenty of bonus blocks, underneath which lurk extra lives, energy and weapons. There are also plenty of snakes, flying pigs and other nasties which have been hiding out there for the last few years and are rather possessive when it comes to green-haired clowns removing their possessions. Fortunately, Krusty has a supply of humorous killer custard pies, one hit from which kills all known nasties dead. Except for rats, that is.



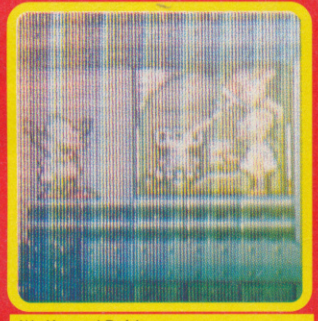
"What a marvellous conversion Krusty's Fun House is! After the rather tawdry Bart vs The Space Mutants, those kerrazzy Simpsons storm back onto the GG in a smashing puzzle game that owes much to Lemmings. All the sprites are great and backdrops bright and colourful. Music's crap, but the game is generally a treat for Simspons fans and lovers of quality gaming alike."

PAUL RAND



"Krusty's Fun House on Game Gear is every bit as good as the Megadrive and SNES versions, right down to the large, colourful graphics. The music really grates after a time, but there aren't many sound effects so you're not missing much if you turn down the volume. There's something about Krusty's which makes it completely playable, and you'd be a bit of a clown to miss out. Whoa, momma!"

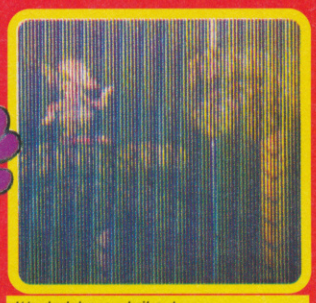
PAUL ANGLIN



It's Homer! Doh!

WELCOME TO THE HOUSE OF FUN

Krusty's Fun House is absolutely massive, comprising of five massive sections each containing up to 14 rooms. Getting lost isn't a problem though, as you're only allowed into one part of the house at a time. Only by completing the levels there can you advance to the next section. There are also several bonus rooms which contain no rats, just loads of bonus blocks. These secret rooms can only be entered when you've made all the other rooms rat-free zones and found a special magic block.



It's dark here – krikey!

DICKY TICKER

Rats aren't the only inhabitants of the Fun House. Somehow, flying pigs, snakes, birds and the occasional alien have also found their way in. Unlike the rats, which are content to simply mill around until they're killed, these critters are out for Krusty's blood. After several heart by-pass operations, Krusty isn't in the best of condition. If he takes two hits in a row his ticker packs in and it's off to Krusty heaven for him. Luckily, there are plenty of Krusty Burgers lying around. If he eats one, the cholesterol contained within re-hardens his arteries and patches up any holes in his heart, allowing him to take an extra hit before he kicks the bucket..

Flying rats of doom!

Don't have a cow, man!

Alien antics abound...

LOOK	SOUND	OVERALL
9	6	91
FEEL	VALUE	
9	8	

DARKWING DUCK

Ah-ha! I am Darkwing Duck!

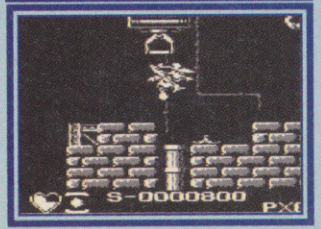
A six foot duck in a cape isn't everybody's idea of a superhero, but in Duckburg that's the shape of the underworld's greatest enemy. Darkwing Duck, crimefighter and all-round good guy is the latest cartoon hero to hit our screens. With his side-kick Launch Pad, Darkwing stars in his first Game Boy game in which he's attempting to round up a band of bank robbers fronted by three of his most vicious adversaries; Wolfduck, The Liquidator and Quackerjack.

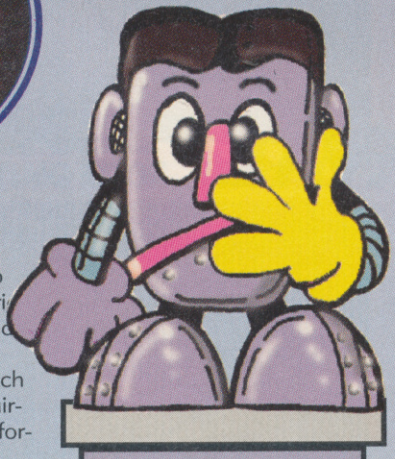
GAME BOY BY CAPCOM £29.99

CRIME FIGHTING KIT

No crusader can do the job without the proper accessori and in this case Darkwing ha most of the gear he needs. Lucky for him, his pal Launch Pad is on the ball and has air-dropped the equipment he forgot to pack. To begin with, Darkwing just has his cape and gun. Pressing up makes him raise his cowl, which stops bullets, fire and low-flying mammals. Collectibles include extra energy and several different types of gun. These only have a limited amount of shots, but generally tend to appear just when you need them.

He leaps! He bounds! He says 'Quack'!

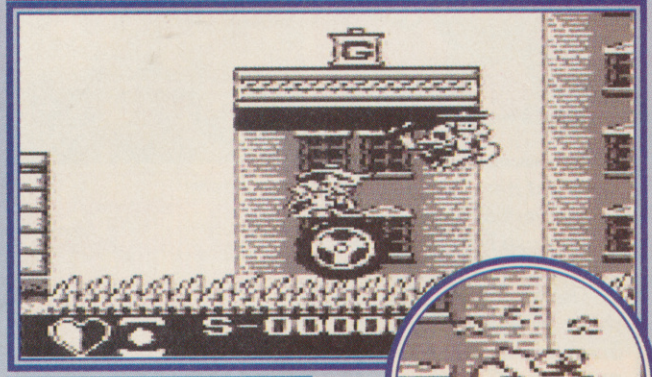




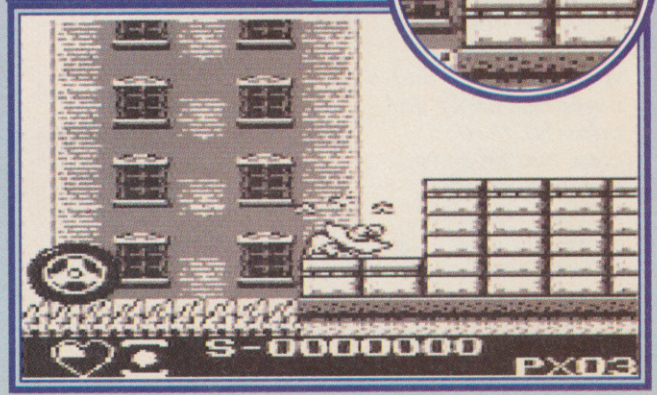
Unfunny and boring. That's just the cartoon. The game follows in a similar vein with tedious levels and totally drab humour. What really gets me down is the pixel-perfect timing needed for most of the jumps. Invariably most of these end with Darkwing plummeting to his death. Not so much a duck, more a turkey.

GARY WHITTA

Say, that's a big wheel you've got there, DD!



Our duck Darkwing comes a cropper...

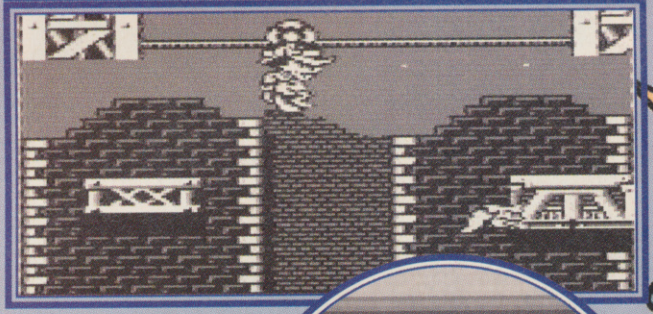


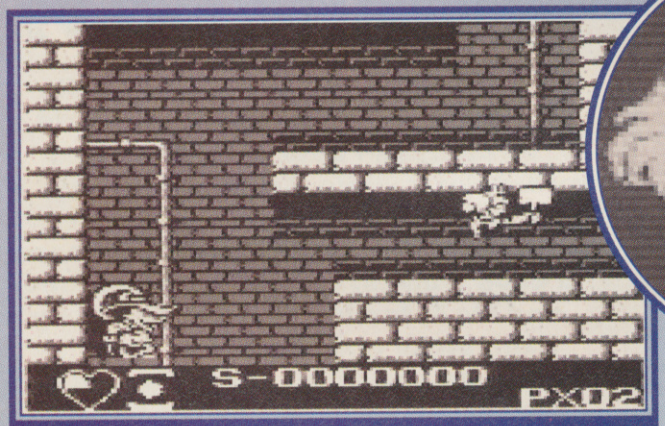
HE SWINGS! HE LEAPS! HE FALLS!

Darkwing Duck isn't as versatile as human superheroes such as Batman and Spiderman, but hey, he's a duck so what do you expect? He'll always make a valiant attempt at grabbing the nearest platform, usually without much success as pin-point accuracy is required to reach most places. One of his greatest enemies is the humble banana skin. These are strategically placed to catch him out as he lands, and should he set foot on one he'll end up flat on his face. This doesn't cost him any energy, but it means you have an irritating wait while he gets up and 'humorous' stars swirl round his head. It's funny the first time, but after the twelfth comedy slip it drags on like one of Anglin's jokes.

This little feller wears even sadder glasses than the CVG Ed!

Hang on – ducks can't fly very well. Especially Darkwing – the cape gets in the way!





Hmm, there doesn't seem to be a lot happening here...

CITY SLICKER

Three of Darkwing's most fearsome adversaries are at work spreading their own particular brand of nastiness through the city. When the game starts you get to choose which area you want to tackle first out of the bridge, city centre and sewers. As they're all as hard as each other it makes no difference which one you go for first.

THE BRIDGE

Lots of swinging from girders and leaping around is called for here. For some reason bats have taken residence in the spans of the bridge, and attack DW if he gets too close.

THE SEWERS

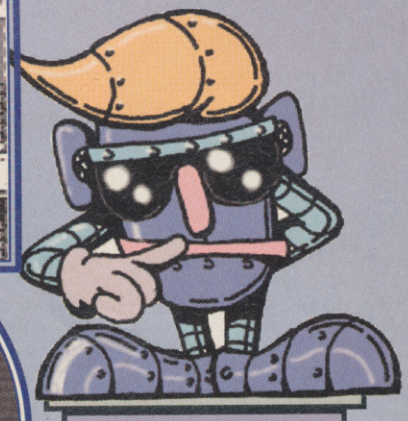
Apart from stinking to high heaven, the sewers are also very dangerous. What appears to be a parrot with a mallet knocks lumps of masonry out of the wall while other, far slimier creatures rise from the water.

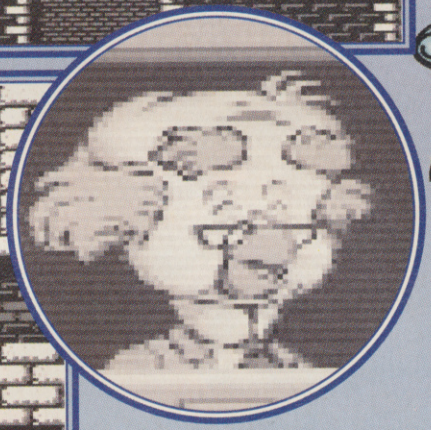
THE CITY

Evil is afoot in the city centre. The town planners have gone haywire and replaced much of the pavement with deadly spikes, while Wolfduck's hench-creatures drop bombs from helicopters.

HAPLESS HERO

Stay alert for bonus icons! These can appear at any point in the game and collecting one takes you out of the action and into a hidden mission. Here you can take a break from the rigours of crime fighting while you run around like a headless chicken, or duck for that matter, trying to collect as much booty as you can before the time expires. Fowl up and you'll be sent back to the last restart point on the level you just left – and that's usually a looong way back!





He's not a pretty sight!

"There are plenty of good platform games on the Boy now, and fancy graphics just don't cut it when the gameplay's the same as everything else that's gone before. Darkwing Duck has been done a thousand different times already, and if you've got a couple of platformers already, you won't be very chuffed if you buy this one."

PAUL RAND

6 LOOK	6 SOUND
5 FEEL	4 VALUE

STREETS OF RAGE II

THE BOYS ARE BACK IN TOWN

You'll recognise many of the enemies in Streets Of Rage 2 – after all, most of them are remnants of Mr X's last gang. Folk such as the red-haired punks, skinheads of Naf-Naf jacket wearing yobbos. There are a few new ones mind you, the most annoying being the ninja warriors who disappear and then reappear, usually behind you, and smack you about quite badly, and the chain-wielding biker boys who run you over if you're caught in their path. There's a big boss baddy at the end of each level too, as well as some intermediate guardians at certain points of each stage. Wear down their energy bars and you can continue. Allow your power to be depleted and you'll lose a life.

GAME GEAR BY SEGA £32.99

A year after the streets originally raged, you'd think things would finally get back to normal. And they did, for a while. Crime was eradicated and everyone lived a peaceful, pastoral existence. But you can't keep a good crime syndicate down for long, and Mr X, fuming over his defeat by Axel, Blaze and Adam, has rebuilt his gang and kidnapped Adam in an attempt to lure the other two to his secret lair. And not only do the idiots fall for it, they also take along Adam's little brother Skates for the ride! Doh.

Go on, Axel – pick up that knife and finish him off!

THREE OF A KIND

As in the original beat 'em up, Streets Of Rage 2 features three characters to choose from – only they're not all the same as before. Axel and Blaze make a reappearance, but Adam's been taken prisoner by Mr X and his cronies so his place is filled by his younger brother. Skates is so-called because he's a roller-skatin' kinda dude who whizzes around on his wheels, doing all sorts of painful stuff to his enemies – and you can bet your life he won't be over-friendly toward his brother's kidnappers!

Ouch! The back-breaker!

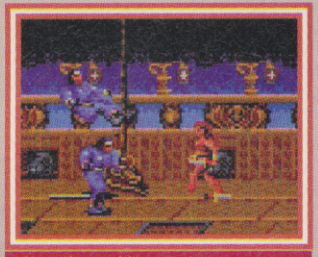
LET'S FIGHT!

Axel, Blaze and Skates are hard lads (and lass) right enough, but they got a bit bored with just the ordinary kicks and punches they were used to in the first Streets Of Rage outing. Well, Skates wasn't, because he wasn't in it. But you know what we mean. Anyway, they've learnt a whole host of new moves and now each character can perform at least FIFTEEN moves a-piece! There's the usual jumping kicks and jabs, but this time around the trio can also perform cracking Streetfighter-like special attacks such as Axel's Dragon Smash, Blaze's Spiritual Attack and Skates' Dynamite Head Butt! Crikey.

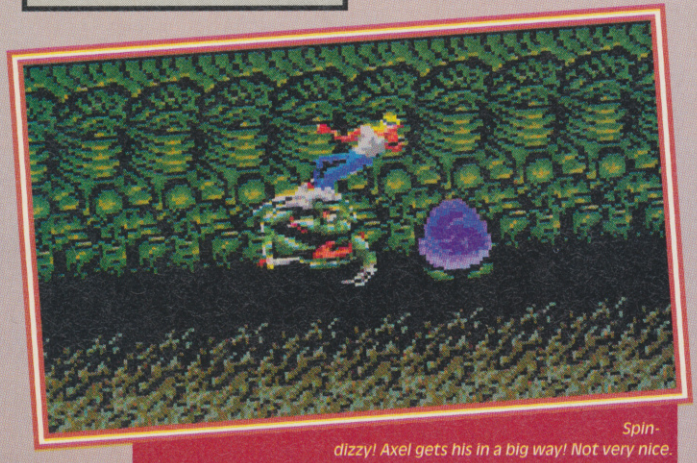
What a blast from the lass with the karate stuff!

Ooyah! That hurt...

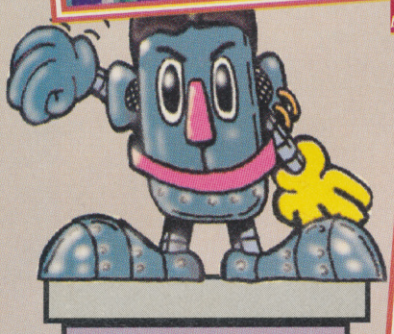
Streetfightin' gal!



Ahoy there, shipmates!



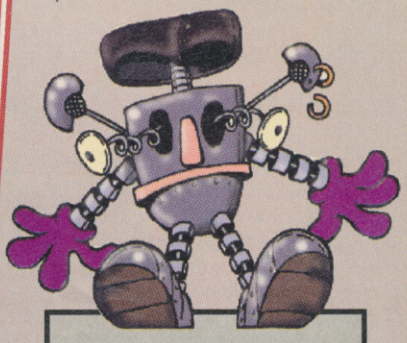
Spin-dizzy! Axel gets his in a big way! Not very nice.



> As a top beat 'em up fan, I've always had a lot of time for Streets of Rage, but was a little sceptical about this Gear interpretation of the Megadrive sequel. Fortunately my fears were unfounded, and SOR2-GG is as good a fighting game as you'll ever see on a hand-held format. Loads of action, tons of attacking moves and, as long as you keep away from Easy mode, loads of time will be spent battling through to the end!
>
> **GARY WHITTA**

OI! YOU'RE BARRED!

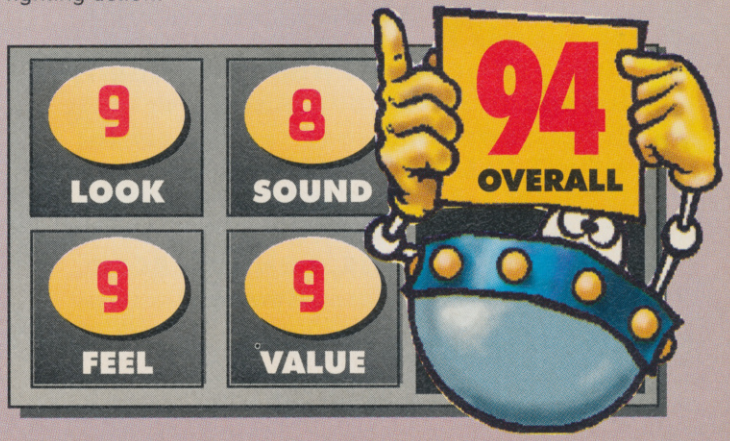
Where would a horizontally scrolling beat 'em up be without a goodly supply of weapons with which to batter you assailants into submission? Streets Of Rage has more than enough available, both on your enemies' person and in various receptacles dotted around the stages – punch either to release the weapon then stand over it and push the 1 button to pick it up. The best one to use is the trusty iron bar, as it lets you stand well back, out of reach of your opponent, while you club him to the floor



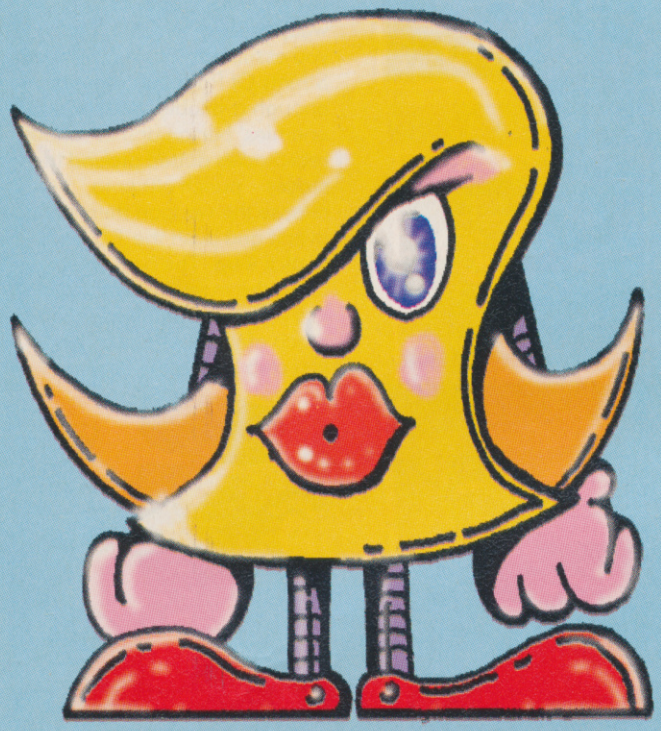
> It's not been two minutes since the original Streets Of Rage was launched and the sequel's already here! SOR2 is 'streets' ahead of its predecessor, featuring better graphics, mountains more moves and tougher gameplay – IF you totally disregard the far too simple Easy option. Good beat 'em ups are few and far between on the GG – this one's easily the best around!
>
> **PAUL ANGLIN**

ARMED AND DANGEROUS

Streets Of Rage 2 consists of six levels full of crashin', bashin', baddy smashin', with each level being made up of a number of stages. Choose from one of three difficulty levels – Easy, Normal and Hard, funnily enough – then race through to Mr Big, who's got a gun and isn't afraid to use it. We'll give you a bit of a warning; don't play on Easy mode, because it's just TOO easy – Rand finished the game in a couple of days, for heavens sake! Stick it on Hard for some real arcade fighting action!



MAILBAG



Welcome, everybody, to another fun-packed edition of GO! Mailbag, the ONLY mailbag in the world that caters for the whole hand-held market exclusively. This month there have been a few decent scrawls from you lot but the pace seems to have dropped a little from that of last issue, not to mention the amount of pictures. I mean, okay, we all know that is the traditional quiet spot in the release of hand-held games but that should mean that you lot have your hands free to do lots of other things, so get to it. When you finally manage to stick your inane warblings down on paper send them to: I DON'T BELIEEEEVE IT! THE GREAT METALLICA ARE NO MORE – GUMPH! GO! MAILBAG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Until next time, Byeeee!

NOTHING ELSE MATTERS

Dear *GO!*,

I have just finished reading your review on PC Kid 3 and I'm wondering how on earth you select the player vs. player mode? I brought the Japanese version of PC Kid 3 and finished it several times. A few weeks later in a PC Engine Gekkan mag it showed a picture of the two kids racing up a waterfall with time limits for each kid. Not knowing about the vs. mode I quickly switched on my GT and went straight to the options screen. After trying each option I realised that the vs. mode doesn't actually exist (well not on my version anyway and the screenshot was from a CD cover gift of another Jap mag). Is the vs. mode present only in the US version or have I got a duff copy? Also on the options screen there is a gap inbetween the second and third option and I'm wondering whether there is a cheat to select the missing option. And finally in two player mode, if one of the kids presses select to teleport to where his pal is, both players will lose energy. Will you be reviewing Streetfighter II CE on the Core Grafx (as the GT has only three buttons plus one to toggle between punch and kick whereas you can get a six button joypad for the Core) . SFII CE was released in Japan on June 12th and I'm hoping that you could persuade YOB to send me £100 (or the game would do).
W. Wong, Stockport, Cheshire.

Okay, let's go from the top here, shall we? To get the vs. mode you have to have two players, therefore two GTs and a ComLink cable; it is impossible to have the vs. mode with one player, just like it is on Streetfighter II. As for your hidden options bit, I think you're just as mad as an Armadillo on a Unicycle. Yes, both players will lose energy when you teleport simply because it means one of you is crap and has to use what is really a cheat to get to where the other player is. We will be reviewing Streetfighter II on Engine although in what capacity we don't know yet, and with a bit of luck we should have it in the next issue. YOB said he'd rather saw off his arms with a blunt plastic chip fork and jump into a Vat of TCP before he gave you a free copy of anything. And frankly, if you think you can play dual player on one machine, so would I.

A YEAR AND A HALF IN THE LIFE OF...

Dear *GO!*,

I am writing to you to ask you a couple of questions:
1) When will the Game Gear-Lynx convertor be released?
2) How much will it cost?
3) Will you make GO! a bit bigger?
4) Does the convertor let you play Lynx games on the Game Gear or Game Gear games on the Lynx?
Edd Smith.

1) I really have had enough of this question.
2) Arrrrggh!
3) Why?
4) Yes, that's what a Lynx-Game Gear convertor does – doh!
Where's your address as well Edd? What is this – the boy from Nowhere issue? Any minute now I'm expecting Lord Lucan to pop his head round the door.

MASTER OF PUPPETS

Dear **GO!,**
Your magazine is the best hand-held mag ever. Please could you answer these questions?
1) Will Streetfighter II come out for the Game Gear and when?
2) Will WWF come out on the Game Gear and when?
3) Is Mick and Mack worth getting for the Game Gear?
4) Is Splatterhouse 1,2 or 3 coming out for the Game Gear?
5) Is Desert Strike worth buying for the Game Gear?
Colin Farrell, Longbridge, Birmingham.

1) Doubt it.
2) Yes, very soon indeed.
3) Most definitely.
4) No.
5) Oh yes.

WHEREVER I MAY ROAM

Dear **GO!,**
In June's edition of your brilliant magazine you answered a question saying that the Lynx isn't 16-bit! Is this really true as I was under the impression that the Lynx was 16-bit. I bought a Lynx as I thought it was 16-bit and was (in my opinion) the best hand-held out. Also could you answer my questions please?
1) Will a Gear to Lynx convertor be coming out, if so when?
2) If a Gear to Lynx convertor is coming out will I be able to connect a Master System convertor up to allow me to play Master System games on my Lynx?
3) Would you recommend me buying Pit Fighter on the Lynx?
4) Why aren't there many Lynx games reviewed in this excellent mag?
Elliot Vernon, Braunstone, Leicester.

This is sooo simple, even you can get it, if you try. Now listen, the Lynx is technically not a 16-bit machine BUT it does have 16-bit capabilities thanks to the fact that the existing hardware has been upgraded to that of 16-bit quality, get it? Besides, I don't see what difference it makes if the machine's 16-bit or not, if the graphics look 16-bit, who cares if they actually are or not?
1) I hate people who ask me this; we have heard nothing on this adaptor and I'm afraid it's not looking good.
2) Nope.
3) Oh yes.
4) Because there aren't many Lynx games released, as I'm sure you've noticed.

MY FRIEND OF MISERY

Dear **GO!,**
I think your mag is great. I own a Lynx and am thinking of selling it for a PC Engine GT. Which do you think is the best out of the Lynx or the GT? Anyway could you answer some questions about the GT for me?
1) Which is the best – the PC Engine GT or the Turbo Express?
2) Is Ninja Gaiden any good on the GT?
3) What's Bloody Wolf like on the GT?
4) Which is best on the GT – Ninja Gaiden or Ninja Spirit?
Yours brilliant magily,
Luke Hutchman, Cheltenham, Gloucester.
PS Is Turbo 16 Grafx a hand-held?

Well, technically they're pretty much the same, but look at the software backing for each machine and make your own mind up.
1) One is Japanese and one is American, it's as simple as that.
2) It's okay.
3) It's a sideways scrolling combat game. It's pretty old now but worth getting if you see a copy.
4) Ninja Spirit by far.
No it's a home console, and it's the Turbo Grafx 16.

RIDE THE LIGHTNING

Dear **GO!,**
As I proudly placed the most recent issue of GO! in my complete collection, I decided to re-read the mailbag sections of each issue. Not because I'm a sad loser who can only dream of owning a hand-held but because my mum likes to play Tetris on my Game Boy, and at this moment she is! I noticed that in issue 10 a girl called Kathryn Fairbrother wrote in, and in response in issue 12, the "Bad Boys" wrote back. Sorry – should I say the Sad Boys (they obviously can't spell).
Firstly I would like to point out that the sad boys couldn't even spell their names if they tried, let alone have the guts to write them. Secondly I would like to draw their attention to the fact that Kathryn never said she had a Game Boy she just thought it was the best. She also says and I quote "A Game Gear is what I will hopefully get one day" Now can you tell me and I quote " We believe that she is just bearing a grudge because she has two pieces of total and utter junk. If she wants we'll gladly cart them off to the knacker's yard for her". How can they take away something she hasn't got – doh! How stupid can you get?
Lastly I would like to say if that is the standard of Atari Lynx owners Kathryn was obviously right stating that they were crap and as I have just proved, so are the Sad Boys who not only need spelling lessons but reading lessons as well.
Elizabeth Patchett, Waterloo, Hampshire.

I decline the open invitation to this heated argument on the grounds of...errrm...I wouldn't want to steal Elizabeth's thunder after such a well argued and though out letter, yes that's it.

FADE TO BLACK

Dear **GO!,**
I'm writing to you to have a little whinge, not at the fine mag which you provide us with,but more at the state of games these days. I'm not going to start whinging about when I were a lad and all that load of old cack, but I remember when there was a hot release on hand-helds every month, and the last one I can now think of is...erm...well it's very hard to think of any really. Are all the major companies concentrating on the home machines now and abandoning the portable world? If you could give some kind of idea as to what's going on I would be most grateful.
One thing that I must just mention, I have been considering buying a GT for a while now but I have been waiting for something to make my mind up for me, and now it looks like the arrival of Streetfighter II Champion Edition has done it for me. That leads sneakily onto a few questions I wish to put to you:
1) Do you know the release date for Streetfighter II on the GT?
2) How much will it cost?
3) Will there be a special adaptor released as the machine only has two buttons?
4) Will the machine EVER be released here?
William Kline, Wood Green, London.

I refuse to comment on your whinges but I'll take a look at your questions for you. Oh what a surprise, there's one about Streetfighter II on the GT:
1) It came out about three weeks ago in Japan.
2) When it was first released it was selling for the equivalent of $90, but I'm sure it will come down in price.
3) I've already answered this one.
4) With the obvious popularity of SF2 and the incredible reports that I've heard about the game (apparently the Engine 20 meg card wipes the floor with the Megadrive version in every department) I think NEC may seriously consider a UK release; all we can really do is hope.

MAILBAG

KILL 'EM ALL

Dear **GO!,**

I am a little peeved, nay, downright bloody annoyed in fact. I bought a Lynx about two years ago (it was around the time that the Game Boy was its only competitor) thinking it was the business, and indeed it was pretty smart. There were some dead smart games on it, the sound and graphics were awesome, there were loads of plans for it, the only slight bummer was the low battery life, but I figured on buying a rechargeable set. Now I wish I'd never bothered! The Lynx may be a great machine technically but where oh where is the software? Where are all the accessories? Where is the Lynx-Game Gear convertor? Where is the third party programming? Where is the advertising? What has happened to the Lynx? Can someone please tell me as Atari seem to have all the know how of a wet mackerel on a rambling expedition in the Outer Hebrides? What is going on?

James Reading, Pulborough, Sussex.

Atari have said that they are just starting to gather steam as far as the Lynx is concerned. The Lynx-Game Gear convertor is caught up in a lot of red tape (no-one's fault incidentally, these things just happen) but with any luck we'll hear something on that front soon. As for Lynx accessories I don't ever remember there being a massive amount of them planned. I think you're jumping the gun a little; just wait and see what Atari get up to this year and then start to sharpen your pencil if you think it necessary.

ENTER SANDMAN

Dear **GO!,**

It's true! Streetfighter II is not coming out on the Game Gear. But who cares? Mortal Kombat is! The Streetfighter beater is going to silence all those pratts arguing over which is the best hand-held. I mean, if a Game Gear can display the kind of graphics that Mortal Kombat requires, then it is obviously the greatest hand-held ever, got it? Now that's over with I have a few questions I would like you to answer:

1) What size cart will Mortal Kombat be?
2) When is it going to be officially released?
3) How are Acclaim going to get all the moves onto just two buttons?
4) Do you think that all the death moves will survive, as there are rumours that they are going to be taken out of the Super Nintendo version?
5) Any chance of a free copy?

Daniel McEvay, Ayr, Scotland.

I think your statement of it being the greatest hand-held ever will be challenged by quite a few GT owning Streetfighter II fans (oh no, imagine all the letters we'll get over that one GO!bots) it'll be interesting to see.
1) Acclaim will not divulge such info just yet.
2) September 13th, otherwise known as Mortal Monday.
3) That's the million dollar question isn't it?
4) They won't be in the game at first but what Acclaim are planning to do is this: When you buy Mortal Kombat there will be a coupon in there and you send this off and in return you will get a code which if you enter will allow you to get all the death moves. Although it's very possible we'll be getting them as well so we'll possibly print them.
5) No.

...AND JUSTICE FOR ALL

Dear **GO!,**

In issue 18, April, you reviewed Mini Mario Kart, But in another magazine they said it isn't true, are you telling us a load of bull? Which one is correct, will Mario Kart be released on the Game Boy or not? Here are some questions:

1) When will Double Dribble 5 on 5 be released officially in the UK for the Game Boy?
2) Will Bulls Vs. Lakers or Lakers Vs. Celtics be released on the Game Boy?
3) How do you beat the end-of-game bad guy in the wrestling ring on Kirby's Dreamland?
4) Is Jordan Vs. Bird any good?
5) Do you have any news on Bartman meets Radioactive Man, due to be released in the Summer?
6) Will the colour Game Boy ever be released?

Keep up the good work!

Paul Oldham.

Ha! Got you. You've fallen for our wondrous little April fool japery there. It's a bit sad that it's taken you this long to reply though. You must be well thick. Here's the answers to your rather sad questions anyway:
1) Does anyone really care?
2) See 1.
3) Shan't tell. Try writing to Question Corner.
4) It's okay – I believe it got about 78%.
5) Yeah, it'll be released in the Summer and it should be dead good.
6) Who knows. Just out of interest Paul, what happened to your address?

SEEK AND DESTROY

Dear **GO!,**

I have a rather important question. If Streetfighter II is coming out on the Engine, how exactly would you be able to play it on the GT? It's only got two buttons! I saw that Capcom have designed a six button joypad for use on the PC Engine, but you won't be able to use that on the GT. So I suppose that will mean configuring the game onto two buttons which just won't be very good at all, will it?

Craig Dutton, Weston Super Mare.

There have been so many phonecalls about this. To be honest I really don't know. I read a review of it in a Japanese mag but the GT wasn't mentioned anywhere. I suppose we'll just have to wait and see what happens, I don't know if it'll be configured onto two buttons simply cause the game was designed to be played on the six button pad that has been specially released. You'll all just have to be patient.

HOLIER THAN THOU

Dear **GO!,**

I don't believe how thick some people are. I'm referring to some of the questions letters you get sent; I mean, I wouldn't go so far as to agree with Perry Bleuth's rantings – I don't really mind the questions letters – but when you get people asking questions that the GO!bots could answer (what are you saying exactly? - GO!bots). I mean come on, of course Sonic the bloody Hedgehog isn't going to appear on the Lynx. Of course there's no chance of Streetfighter II on the Game Boy, and that sad man last month who asked if you could play Megadrive games on a Game Gear – doh! Talk about giving gamesplayers a bad name, they really do fit your diary of a sad man description, which incidentally, I thought was very funny indeed. Let's hope they get it sorted, eh?

Scott Cache, Chelmsford, Essex.

Yeah, it is a little disconcerting when you get people this thick, isn't it? Still, it gives all a good laugh, eh?

HAND-HELD
GO!
VIDEO GAMES

HAND-HELD

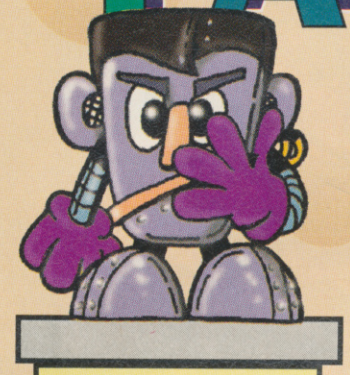
GO!

VIDEO GAMES

STREETS OF RAGE II

THE
EMPIRE
STRIKES BACK

POWER PAWS



Sammy and Sonny lived a happy peaceful life in Mogtown. They had all the fresh cream they could ask for, dogs were nowhere to be seen and no-one lobbed old shoes at them for screeching at 3.00am. The moggies were all set for a night on the tiles, having arranged to meet at the usual place. Everyone else was there; the only ones still to arrive were Sammy and Sonny. After much waiting the bunch decided that something dodgy was afoot and before they could say "Catnap" all was revealed to them. Tom, the evil wannabe ruler of Mogtown had imprisoned our hapless heroes in a labyrinth of mazes. But, being the kind-hearted soul that he is deep down, he agreed to let them go – if they could find their own way out! If not, then Tom would rule Mogtown and wild nights on the double cream would be a thing of the past for our friendly felines. The fate of Mogtown lies in your hand-held!

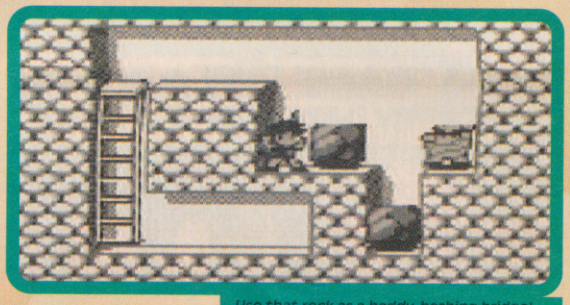
GAME BOY
BY ASMIK
£24.99

Whilst I don't mind a good puzzle game, Power Paws certainly isn't one. The game starts off fairly promising – a basic puzzler with nice, easy-to-get-to-grips-with problems. "Hmm, this should be smart once it gets going", you think. The problem is that by level 30 you're still waiting! Power Paws is just too easy and dull to bother with. There are loads of better puzzlers on the Boy.

PAUL ANGLIN

PUSSY FOOTING IT AROUND

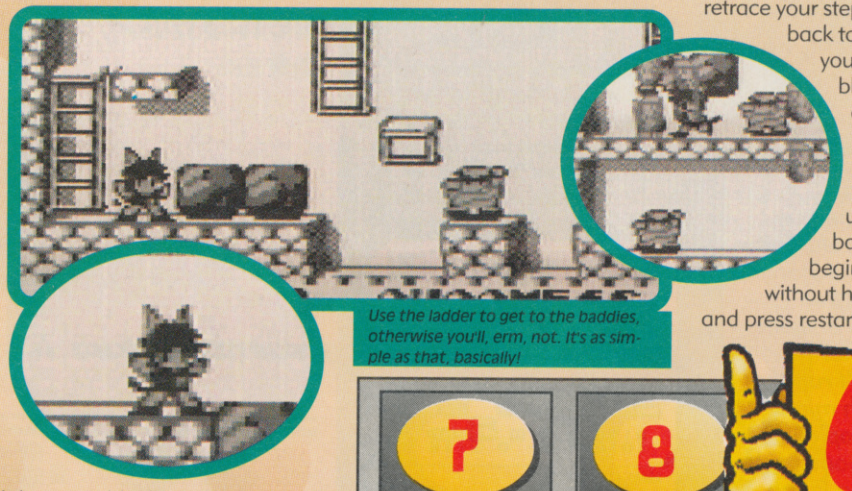
For those of you with Game Boy-owning pals, you can be assured of loads of two-player laughs – provided you have a Com Link cable, that is. Seeing as Power Paws features Sonny and Sammy, and they're both in the same fix, Asmik has decide to include a smart two-player mode in the game. Obviously, one player controls Sonny and the other Sammy, but apart from their different genders and the slightly different hair cuts there is no difference between the two young pals



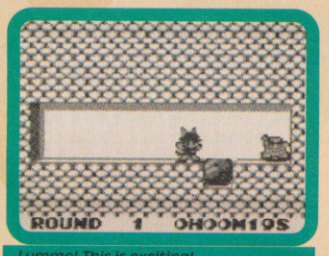
Use that rock as a baddy-bashing bridge!

FATAL REWIND

Undoubtedly the most valuable feature in Power Paws is the rewind mode. No, it's nothing to do with an action replay; it allows you to go back to your last move if you bodge something up. For instance, if you move the wrong block and can't reach the last minion then one quick press of the button will retrace your steps and take you back to the time before you moved said block. The amount of times this can be used is infinite, so if you really mess it up you can go back to the very beginning of a level without having to quit out and press restart.



Use the ladder to get to the baddies, otherwise you'll, erm, not. It's as simple as that, basically!



Lumme! This is exciting!

BLOCK HEADS

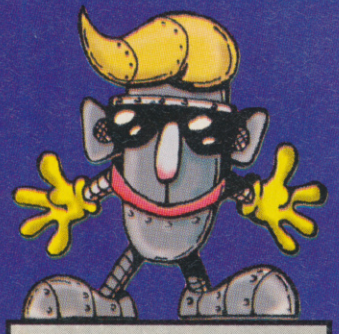
On some of the stages you will find there are blocks that look like pieces of wood. These are breakable and provide an intricate part of the game. Often these will be holding up some of Tom's cronies and you must smash through them to bring the minions crashing down to your level so you can splat them. Also, there are some unbreakable blocks scattered around. These are just as important as, if you manoeuvre these wrongly, you can bodge up the entire level. If you get behind these you can push them around the screen to provide platforms for Sonny or Sammy to stand on or get across holes in the landscapes.

REVIEW

In the year 2018, things aren't hunky-dory. Those eco-disasters that overly long-haired strange people used to warn us about in the 20th century have actually happened and, as a result, all manner of weird mutations are wandering the Earth. Not nice. But you, as a member of the human race untouched by pollutants, could make a difference. With a souped-up vacuum cleaner that you've strapped to your back and dubbed 'The Vacuulator', you must rush around the world, sucking up these weirdies and making the world a safer place for the human race.

GAME BOY BY DATA EAST £24.99

TUMBLEPOP

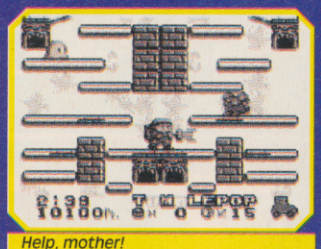


'Tumblepop reminds me very much of that old Taito classic Parasol Stars, the sequel to the sequel of the brilliant Bubble Bobble. The game doesn't run that quickly which might put some people off, but it looks good and the sound is a laugh. Tumblepop is an entertaining little game and the built-in level editor adds to the longevity.'

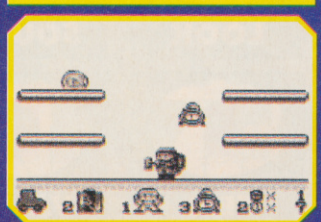
PAUL RAND

THEY ALL FALL DOWN

Where would any self-respecting platform romp be without a bonus stage? Nowhere, that's where. Tumblepop has one; if you collect the letters which make up the word 'Tumblepop', you're transported to a stage full of toppling goodies which you must rush around and catch. Be quick, because you don't have much time, and the more you collect the better chance you have of getting further into the game.



Help, mother!



Tumblin' down in the bonus round!

ON THE STAGE

Want to know exactly where you can take on the dastardly denizens of Tumblepop world? Look no further; here's a breakdown of each level, for your delight and delectation!

WORLD ONE: DAMAGED BUILDING AREA

Stage One – Circus House Tumble and, indeed, pop along the screen, taking out the evil clowns and ferocious flowers as you go.

Stage Two – Block Tower Up-the-screen action is high on the agenda as you do battle with mummies and mice – help, mother!

Stage Three – Sunken Ship Ah-ha, shipmates! Destroy the blocks while taking on the might of skeletons and slime!

Stage Four – Ghost House Invisible Men and Will O' The Wisps are your main threats in this malevolent maze. But where's the Moog?

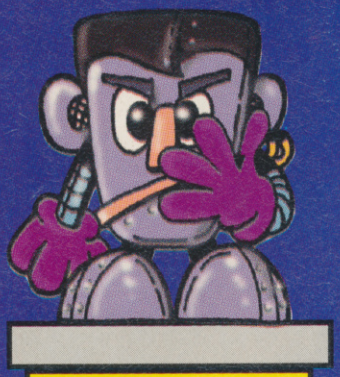
WORLD TWO: ENEMY HIDE-OUT AREA

Kamakura Dome – Slippery platforms make this level a real pain in the ass! The snowmen and garbage monsters don't help matters much, either.

Machine Point — Travel along the conveyor belt while taking on the robots that are building a massive guardian!

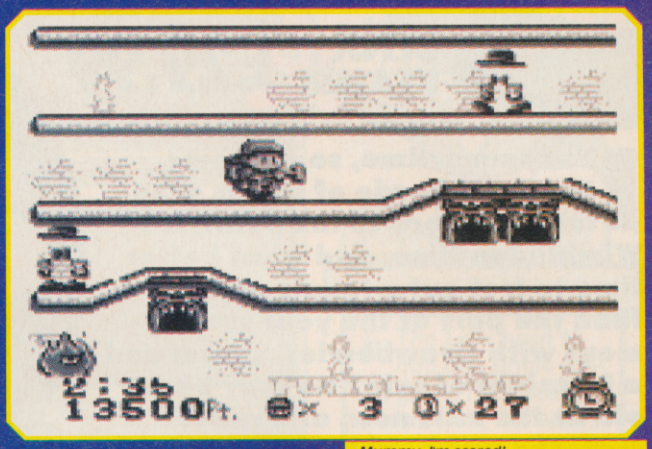
Enemy Flying Saucer – The baddies' HQ and probably the hardest part of the game! Suck up the spacemen and assault the aliens if you want to survive!

Island Of The Master Of Destruction – The final level, inhabited by The Mad Scientist's mechatroid, Rockhead.

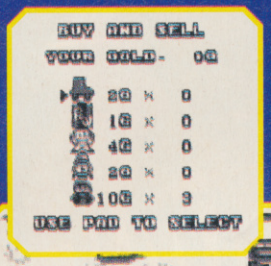


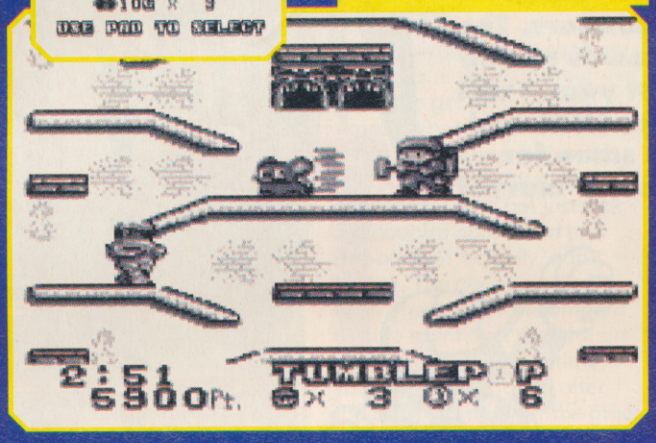
> *Tumblepop reminds Rand of Parasol Stars? It IS Parasol Stars! Swap the parasols for vacuum cleaners and that's more or less it. Not only is Tumblepop a bit of a rip-off, it's also pretty dull to boot. The hardest thing to do in this game is get killed. The easiest thing to do is not to bother buying it!*
>
> **PAUL ANGLIN**

Clean up that castle, boyee!



Mummy, I'm scared!





Aieee!

Roamin' on the map.

BUILDING BLOCKS

If you manage to complete all eight levels, don't think that that's the end of the game and it's time to flog it off to some dodgy car-boot salesman! Tumblepop incorporates an editor which allows you to create your own levels! And because the cart has a battery back-up, you can store up to three of your own stages in memory. It's very easy to use the editor; just select the amount of various baddies, items etc that you want and a few other parameters, and you're away!

GO FOR THE GOODIES

Surprisingly enough, there's some items to be had in Tumblepop. You have to pay for them though, using the coins which are left behind when a baddy dies. Here's the list:

Speed-up: Makes you faster for a short amount of time. Costs 2 coins.

Cartridge: Makes your Vacuulator more powerful for a little while. Costs 1 coin.

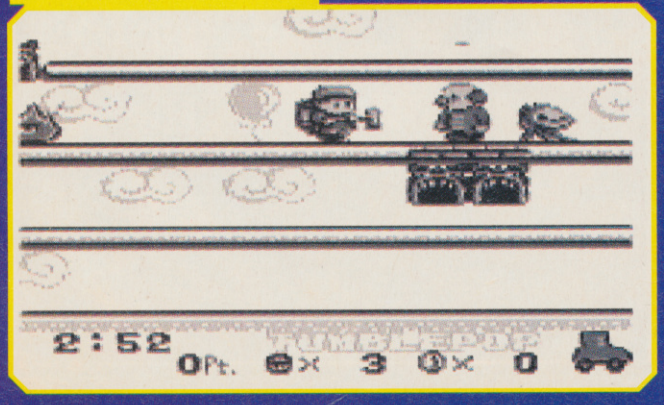
Power Suit: Your character becomes invincible for a limited period of time. Costs 4 coins.

Slow Bomb: Enemies move less quickly than normal. Costs 2 coins.

1-UP: Extra life. Costs 10 coins.

POP-TASTIC, MATE!

The Tumblepop world comprises of of two sections, each of which is made up of four levels. In the first four levels, the mutants have smashed up buildings; in the second quartet, the nasties have completely overrun the buildings. Using your Vacuulator, you've got to suck up the nasties and then release them – they will then bounce around the screen, clearing away baddies as they bounce. If you've sucked up more than one baddy at a time the the destructive power is increased, but be careful – if you hold them in your Vacuulator for too long they'll burst out of their own accord and you lose a life.



Platform capers in Tumblepop! It's like Parasol Stars, and it's a fairly good laugh – honest, it is!

LYNX BY ATARI **£29.99**

Jimmy Connors' TENNIS

It's summertime, so out come the usual horde of sports simulations! More to the point, it's Wimbledon time, and what better time to trot out a tennis game than the part of the year synonymous with strawberries, cream and a fortnight of rain? He may be as old as the hills now, and retired from the game, but there's still few raqueteers who can pull 'em in quite like one James Connors. The jovial Yank had the crowds on the edge of their seats last year – will this Lynx version of the SNES and Game Boy title do the same for lovers of Atari's miniature marvel?

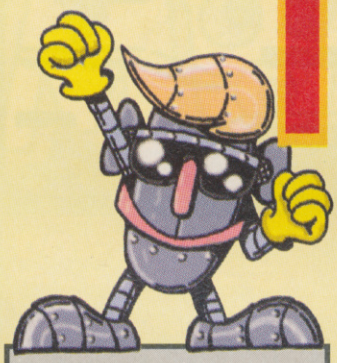
THE BALL WAS IN, MAN!

The most important part of any tennis game isn't the look. It isn't the sound, either. It's how the thing actually plays. And believe it or not, Jimmy Connors' Tennis does actually play rather well. The thing with tennis sims is the way the ball moves and this one bounces around quite realistically. Although Jimmys is quite a slow-moving game, it's not a slothful one – you still have to think about what you're going to do before you do it, so you're kept on your toes. And it'll take you quite a while to work out the best positions to be in to hit the ball.

Welcome to the Bella Country Club.

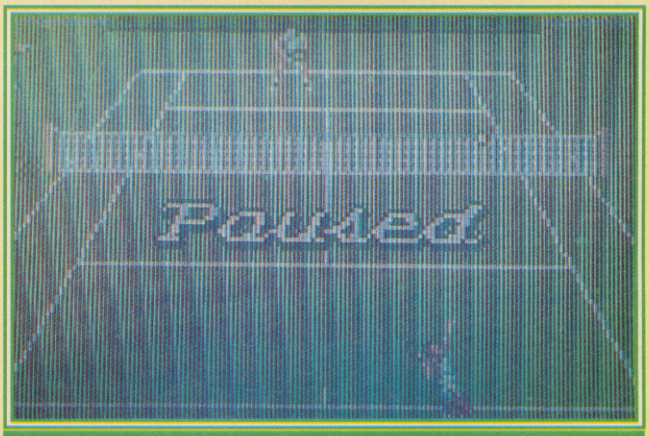
OUCH! ME BACK!

As you might imagine, you don't meet Mr Connors himself until the very last game – hardly surprising; if you were endorsing the title, would you want to be stuck with the crap brigade? The rest of the tennis troglodytes can be taken in turn, or, if you think you're a bit hot, you can jump a ranking or two and take on the better boys.

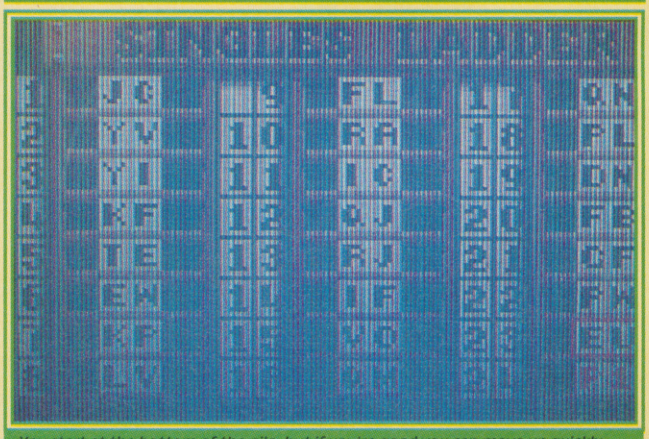


Atari has really got its act together as far as quality Lynx software is concerned – just check out Lemmings and Gordo 106 in the last issue, for evidence – and Jimmy Connors' Tennis is another prime example. It's the first tennis game on the machine, and it'll take something extremely good to beat it. Graphics are great and speech is certainly the best heard on a hand-held, but it's the gameplay that scores highest – the learning curve is just right! This is a real winner.

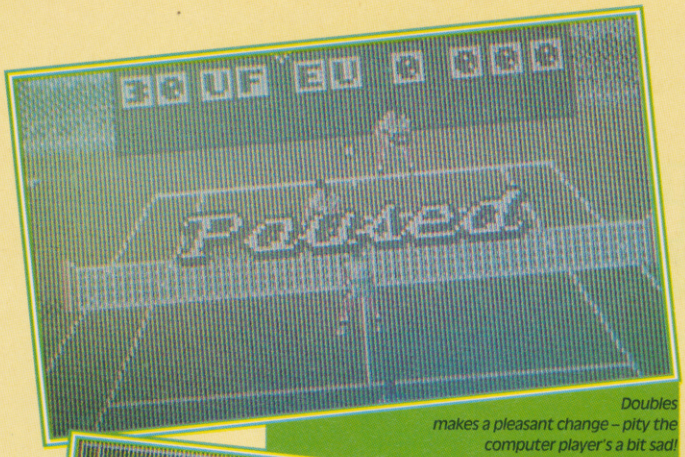
PAUL RAND



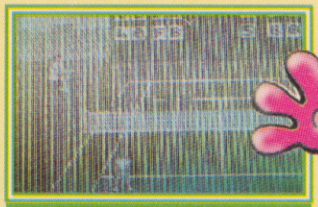
Player one is about to serve...



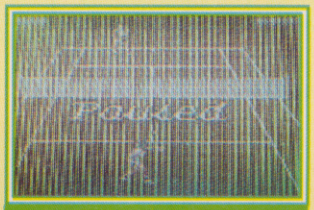
You start at the bottom of the pile, but if you're good you can move up quickly.



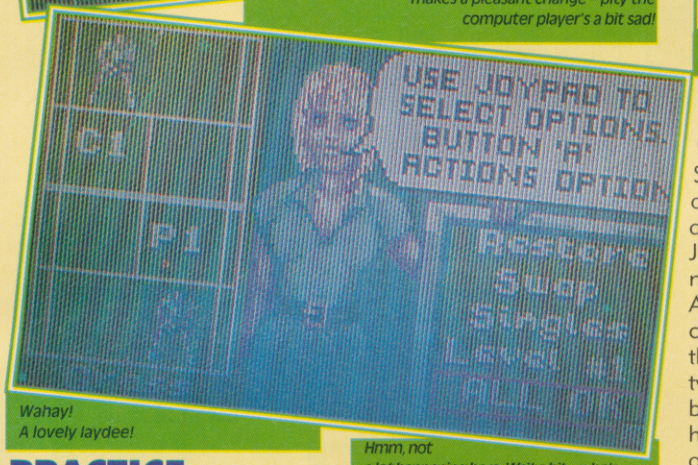
Doubles makes a pleasant change – pity the computer player's a bit sad!



The umpire lays it on the line.



Hit this ball or it's game, set and match to the Lynx



Wahay! A lovely laydee!

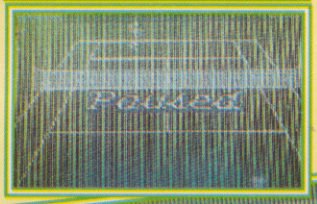
DOUBLES OR QUITS

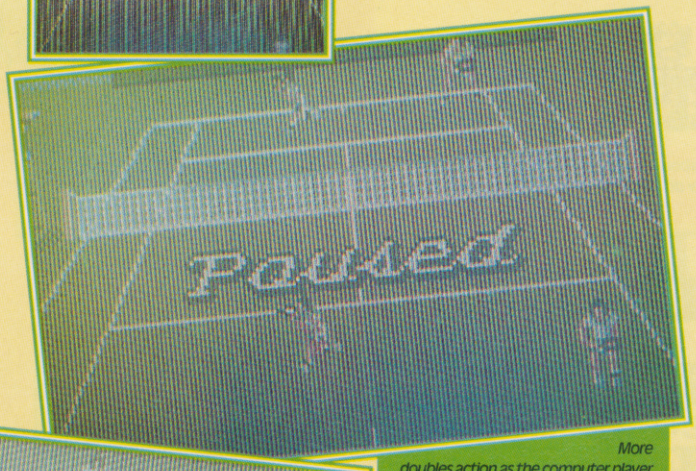
So you've played the ordinary one-on-one tennis tournament and have got right through to Jimmy himself (which will take not a short amount of time). And you're stuck for a new challenge. Don't be! just pick the doubles option and play two-on-two! Actually, don't bother. The doubles game hasn't had nearly the amount of time spent on it that the singles have. Most of the time you're expected to run after the ball yourself while the other player just stands around, oblivious to all that's happening. A bit sad, really.

PRACTICE MAKES PERFECT

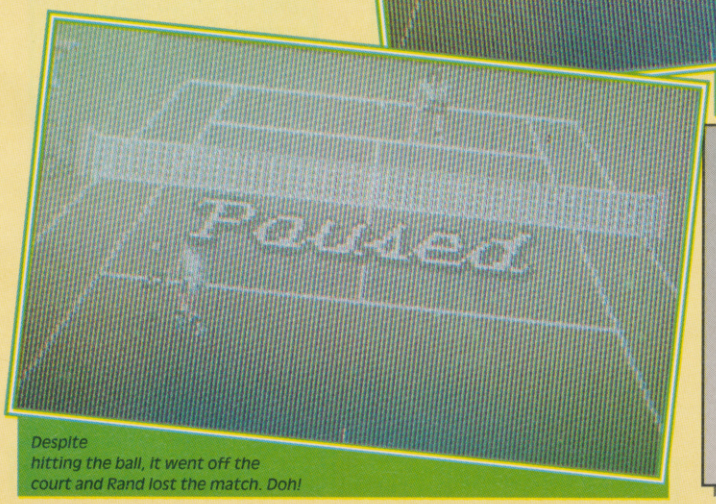
Jimmy Connors' Tennis isn't an easy game to get into – when we first shoved in the cartridge and got going we were knocked out in the first round! It pays to practice first; on the player selection screen, move down to yourself and you can enter the training option which pits you against the mechanical ball hurler thing. You're given a percentage of how well you're doing – hit the ball and a percentage is added, miss and one is taken away. The higher your mark, the better you're doing, and to survive any way into the game you want an average of at least 55% – so get practising!

Hmm, not a lot happening here. Wait a bit – who's the knife-wielding chap in the audience?

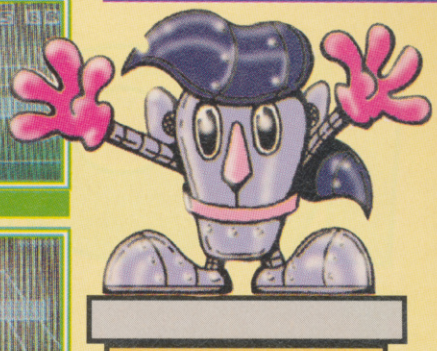




More doubles action as the computer player balances a large 'Paused' sign on his head.



Despite hitting the ball, it went off the court and Rand lost the match. Doh!



> *The Lynx hasn't had one single tennis game released for it until now, but when Atari decides to finally knock one out, thank heavens it's a classy one. Jimmy Connors' Tennis is a top title; it runs a little slowly, but you'll still need all your wits about you to do well. It looks the tops and has that all-important hookability – if you're tired of watching tennis on telly, grab Jimmy's and get down to the real thing!*
>
> **STEVE KEEN**

SWEET TALKIN' CART

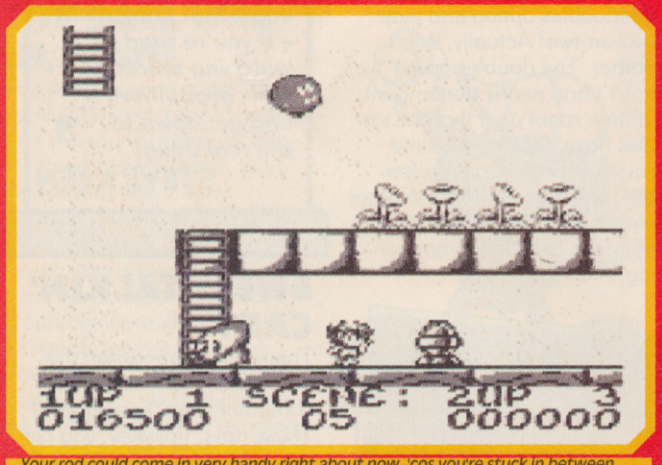
There was a time when the only words to come from a computer were 'kesshquealll'. These days, however, you can actually understand what your machine is trying to say – and this Lynx version of Jimmy Connors' Tennis has, without a doubt, the best speech yet to be heard on a hand-held! They're the sort of phrases you'd expect to hear in a tennis game – 'Fault', 'Fifteen Love', etc, but they're extremely clear and add that little bit extra to the game.

REVIEW

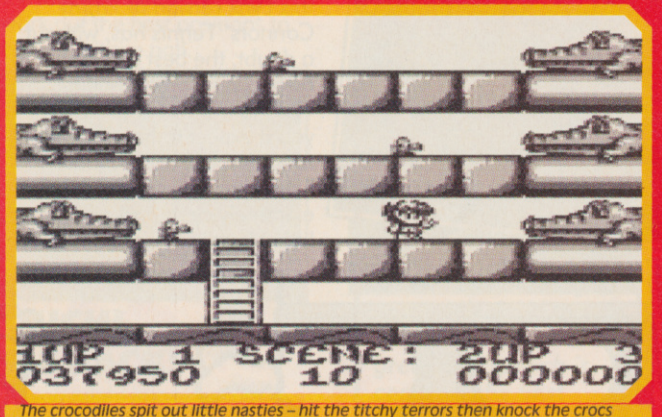
RODLAND

There may be something rather perverse about killing baddies by lassoing them and then bashing them to death by throwing them from one side to other, but then Rodland is no ordinary platform game. It's been around for quite some time on just about every other format imaginable and now, Tam and Rit, the game's heroes, have finally made it onto the Boy...

GAME BOY
BY SALES CURVE
£24.99



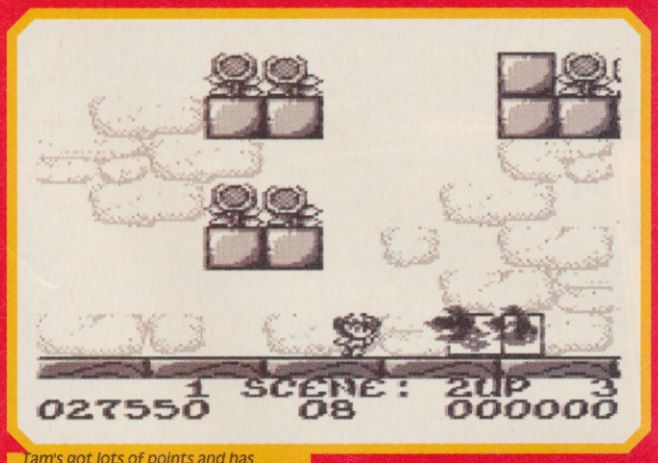
Your rod could come in very handy right about now, 'cos you're stuck in between two nasties with nowhere to go. And how do you reach that ladder to the top-left?



The crocodiles spit out little nasties – hit the titchy terrors then knock the crocs over the head to clear the screen!

MAGIC BITS

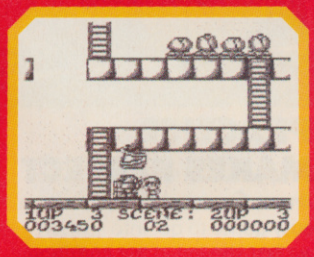
Tam and Rit, having come from a fairy village, wear ridiculous tights and spend their Christmas seasons in pantomime. Life's fairly idyllic until all their chums suddenly throw a complete wobbler and lock the girls'Mum away. Luckily, they both possess a large, magic rod (easy now) to wang their mates with, and some rainbow shoes which come complete with a built-in instant up and down ladder.

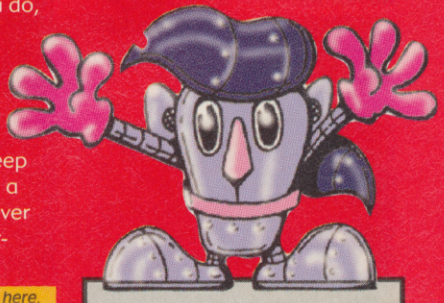


Tam's got lots of points and has reached level 8 – but only has one life left – gulp!

UP AND DOWN

The action takes place on a series of simple platforms. You must toddle around the platforms, picking up flowers while making sure that you don't come into contact with any of your former friends. If you do, the penalty is severe – instant death! And with only three lives to begin with, you can't afford too many encounters so to avoid trouble you must keep moving around and show a clean pair of heels whenever you're threatened by overwhelming odds.





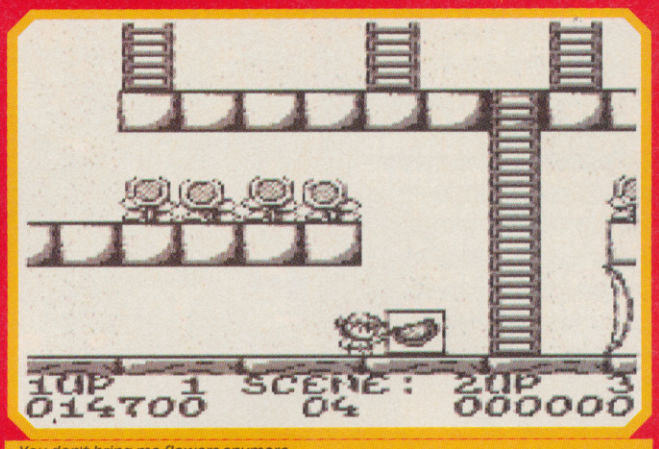
Wahay! No need for a paper bag here, eh lads? Down Shep!

Good graphics and a nice familiar feel make Rodland seem like an oh-so-easy game. But you'll need all your skill and all of the weapon pick-ups to avoid all the nasties 'cos this isn't as easy as it looks. Rodland may be an old game using a tired genre but it's weathered well and stands proud and erect as a pretty good example of the platform genre.

STEVE KEEN

SUPER SPRITES

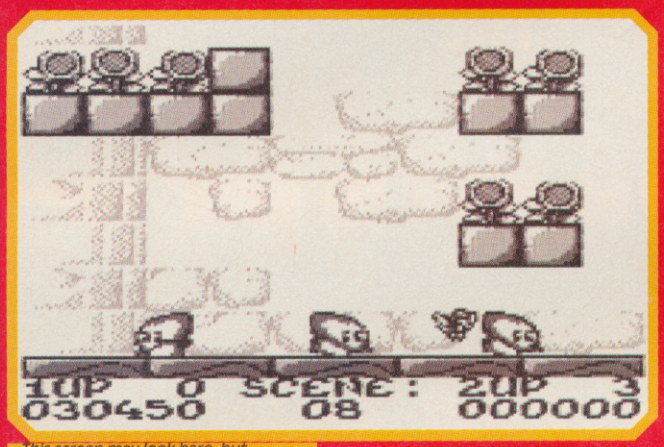
There are nine different types of nasty to overcome in the game. As well as the bog standard Bushies and Sharks, there are several others such as Nessies which can get pretty quick, Polymorphs, multiplying Spuds, rather nasty Wasps, Starfish and the dreaded Blue Meanies. You can dispose of all of them in exactly the same way – if you can grab 'em! Each successive wave of nasties is just that little bit trickier than the first, making the game nice and progressive.



You don't bring me flowers anymore.

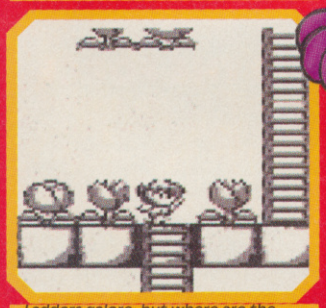
WANG YOUR ROD

The real key to this game is unlocking the secrets of your rod of doom. With this, your character can either stun, capture or destroy unfriendly characters in the game. Wasting nasties is fairly easy. Just hit the button once when they're a little too close for comfort, and then hit the button again to wang them to the other side of you. As long as there's room enough to keep swinging them, they'll eventually die and leave one of several different weapons behind, waiting for you to walk into them before they do their stuff.

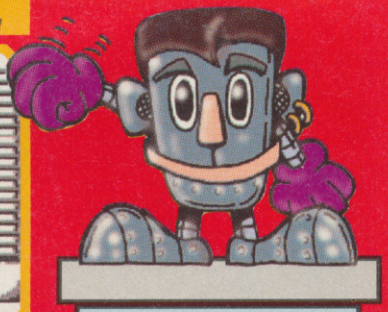


This screen may look bare, but beware – everything here is a nasty!

There goes your Mum – that's the cue to get down to some manic rod action!

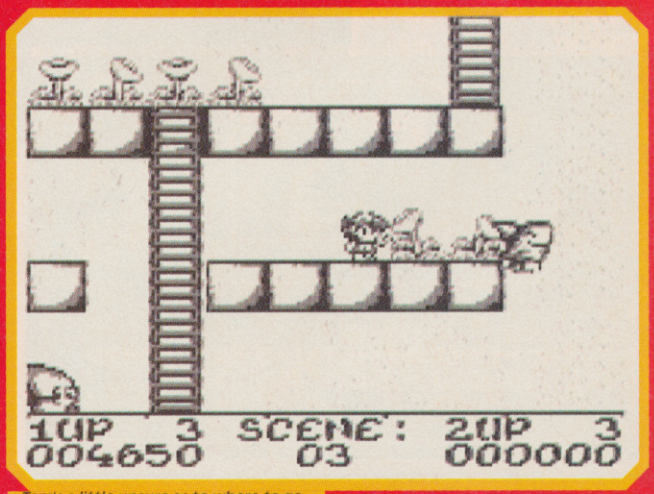


Ladders galore, but where are the snakes? Down you go!



TURNING MEAN

Different characters each take different amounts of punishment. And, as you progress through the levels, you'll find that each one has its own special characteristics and that flight or fight is your only option. After you've cleared all the flowers from a level or you hit a pre-determined time limit, any enemy characters left on screen will turn mean. Whilst they're like this, if you capture and destroy them they'll leave letters behind. If you collect them to make the word EXTRA, you'll be rewarded with a bonus and an extra life by a rather fit fairy.



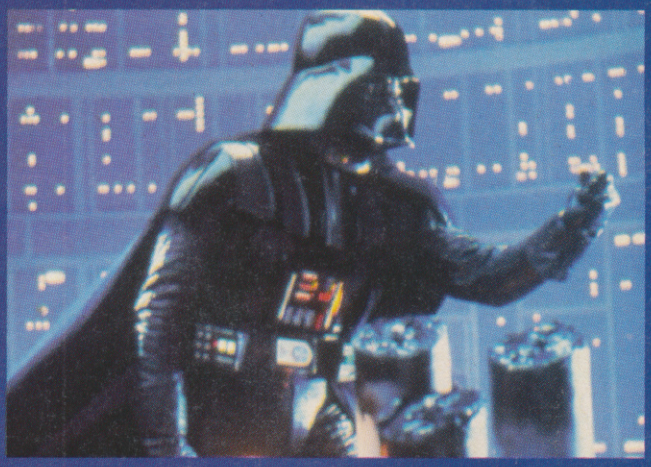
Tam's a little unsure as to where to go next – go get that baddy to the left!

> *Rodland stood out on other formats for two reasons – excellent graphics and simple yet absorbing gameplay. Luckily, these two factors have ported well onto the Game Boy version and, whilst the graphics are rather plain, it's the gameplay that really makes this cart. It should have wide enough appeal for beginners, while real experts will still find some tricky levels that'll have them screaming.*
>
> **PAUL ANGLIN**

REVIEW

The fate of the Rebel Alliance is in your hands, literally, as the Empire Strikes Back comes to the Game Boy. Luke and his bad haircut are the only things standing between freedom and the complete and utter galaxy-wide nastiness of the Emperor. The game recreates all the major scenes from the movie on the hand-held, right down to the dog-fights and the battle with the AT-ATs. Is The Force with it?

GAME BOY BY CAPCOM £29.99



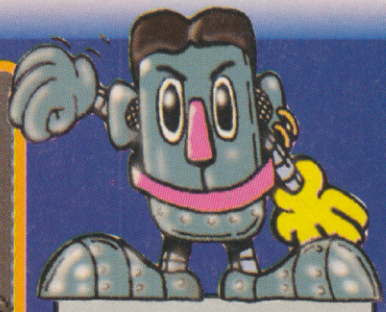
THE EMPIRE STRIKES BACK

OLDY VAN MOULDY

During his sojourn under the ice on Hoth, Luke receives a mysterious telepathic message from Obi Wan Kenobi telling him to haul ass to the Dagobah system. It's okay for him to talk, as he was killed halfway through the first film, but Luke has to overcome the might of the Empire before he can leave the planet. To do this he has to fight his way through a legion of crack Stormtroopers, commandeer an AT-ST walker then eventually find his way to an X-Wing and blast off.

Blimey! Old gent laughs abound in Empire Strikes Back!

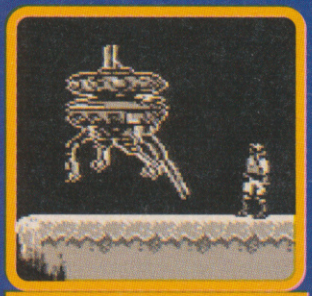
Here's Han – we saw him in carbonite at Planet Hollywood recently!



> *Wow! This is identical to the NES version, but with better scrolling! What more could you ask for? All the levels are there, including the excellent speeder sections. The massive first level does become dull after you've blown several credits failing to locate the special force power, but when you've done that the game just keeps getting better. A must for Star Wars fans.*
>
> **GARY WHITTA**

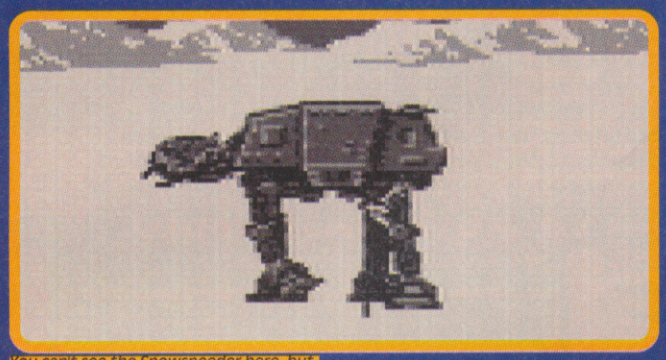
USE THE FORCE

Mysterious Jedi powers aren't all they used to be. Luke starts off armed with a blaster and sod-all else. His first job is to locate his Light Sabre, which is the hardest weapon imaginable, but it doesn't stop there. Luke himself is still a bit of wimp at this point and has to track down special 'force' power-ups, which allow him to do loads of excellent things like jump really high and deflect laser bolts. Because the platform levels are so completely massive it takes ages to track anything down, which can make these parts of the game very frustrating.



Luke with his old drone.

Hey, look! It's a Wampa from the planet Hoth!



You can't see the Snowspeeder here, but it's about to waste that AT-AT!

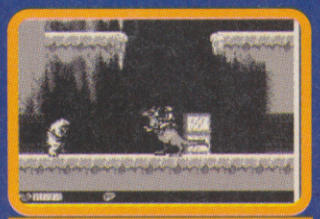
CAVERN CALAMITIES

Luke starts the game riding his trusty Taun Taun across the frozen wastes of Hoth. After dispatching an imperial probe droid the action moves to the caves beneath, where the dreaded Wampa ice creatures live. They're quite content to frolic through the snow looking friendly, but as soon as they spy Luke they turn into vicious, slavering creatures and head straight for him, claws at the ready. They also have a nasty habit of rolling along the floor, making it almost impossible to shoot them.

The Taun Taun only comes in handy for the first part of this level, as its sizeable bulk means it tends to get stuck in many of the smaller caves. It's also very hard to shoot anything while riding it, so it's best to feed it to the Wampas and proceed on foot.

THE FINAL FRONTIER

When Luke's finished lugging Yoda around on Dagobah, he's got to head out to Cloud City to rescue Leia and company from the clutches of Darth Vader. Unfortunately he arrives to late to prevent Han Solo from being frozen in carbonite. He then takes to his X-Wing to vent his rage on a few passing TIE fighters before going on to battle Darth Vader himself. Here you'll need to employ all the flashy Light Sabre twirling skills you developed earlier in the game, otherwise Vader will lop off a lot more than Luke's hand.



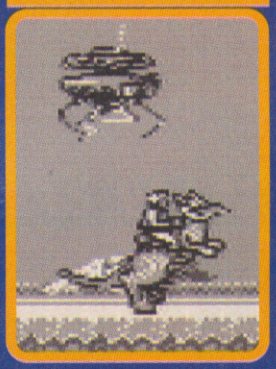
Scrap on!

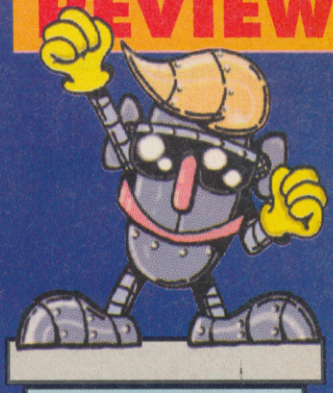
AT-AT ATTACK

Poor old Luke doesn't have time to catch his breath before he jumps into a Snowspeeder to take on the Empire's mighty AT-AT walkers. They're so hea,vily protected that the speeder's lasers don't even scratch the paintwork. Instead Luke has to use his deluxe Rebel Alliance tow rope to tie-up the AT-ATs' legs, which should result in them collapsing into embarrassed-looking heaps.

This bit of the game originally appeared on the old Atari VCS in a Star Wars game from Parker Brothers. Back then this was considered the cutting edge of technology, but when you look at the blocky graphics and the fact that the game consists solely of this section, it makes you glad you own a Game Boy.

Stop 'Taun-Taun' that drone!



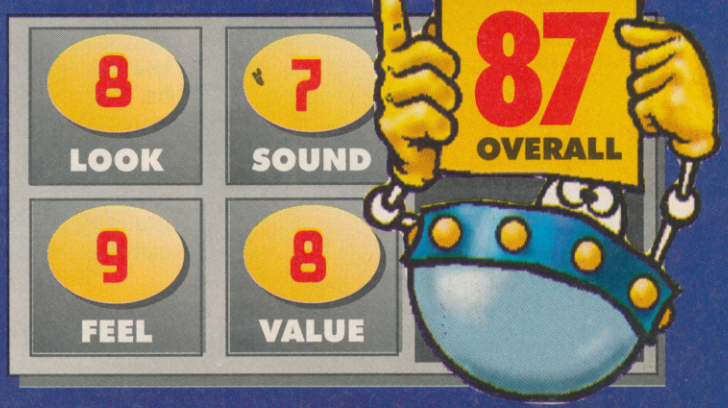


The force is with Capcom in Empire Strikes Back! Painstakingly converted from the NES original, this is a spot-on job featuring all the levels and all the excitement! The first stage is a bit of a drown-out affair, but stick at it and the game comes into its own in a big way. Star Wars hilarity and laughs ahoy!

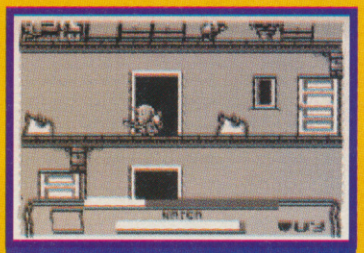
PAUL RAND

'I have you now.'

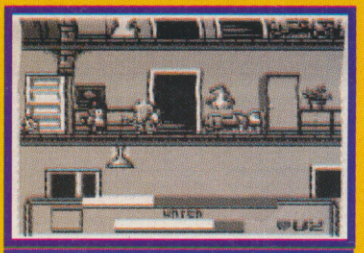
No, not Garth – Darth!



PREVIEWS



Heated hilarity in Mindscape's Fire Fighter!

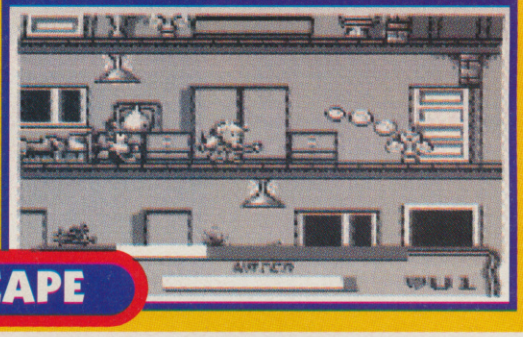


Bet Technique never had this trouble...

FIRE FIGHTER

Ever fancied being a top firefighter? Saving people from huge burning infernos, rescuing cats from trees and even starring in the next series of London's Burning? Now you have the chance! The latest Game Boy platformer from those top guys and gals at Mindscape casts you as a fireman in a crazy world of mutant fire beasts and other such nasties. As you can see from the shots, the graphics don't look hugely impressive, but from what we've seen, the beauty of this lies well beyond cosmetics. The gameplay doesn't seem to be anything original, but as long as the substance is there who cares? Watch for an upcoming review in the near future.

Crumbs! It's Zebbedee off The Magic Roundabout!



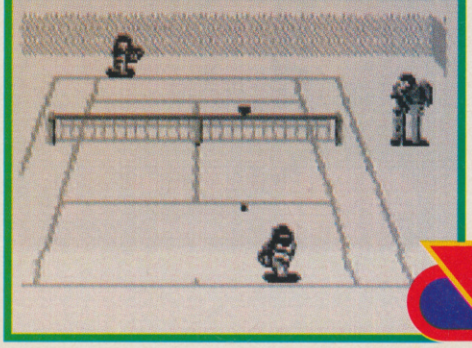
GAME BOY £24.99 BY MINDSCAPE

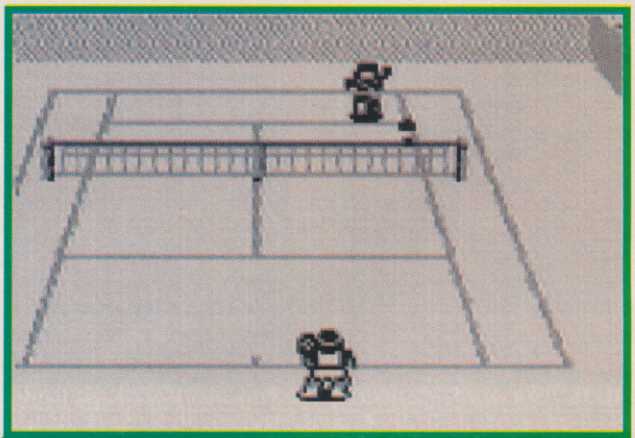
TOP RANKING TENNIS

Grab your racquet and get out on that centre court – it's time for tennis! Yes, just in time for Wimbledon fever comes the latest Game Boy sports sim from Nintendo.

Top Ranking Tennis allows up to four players to take part simultaneously in anything from a friendly game against the computer to a full-blown Wimbledon-esque tournament with three of your pals. After the brief play that we managed to get of this we were left begging for another go, then another and another...this looks as though it could be the one to surpass all previous Game Boy tennis efforts. It's absolutely amazing; there doesn't seem to be a single thing missing from this game – four-player mode, bundles of options to fiddle with and immense amounts of gameplay. Watch the very next issue of GO! for the full Review.

Game, set and match to Top Ranking Tennis? Nintendo certainly hopes so!





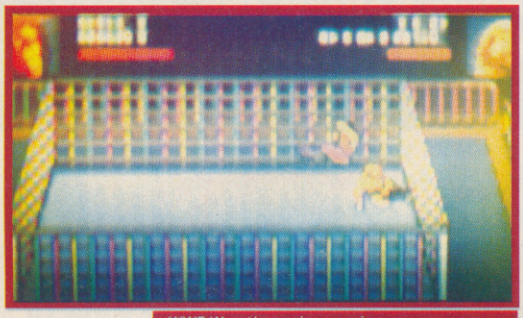
Could this be the best Game Boy tennis game ever? Find out next issue!

GAME BOY £24.99 BY NINTENDO

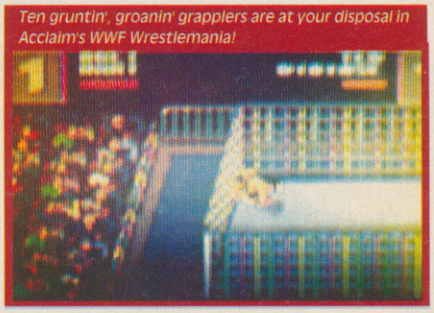
WWF WRESTLEMANIA

Just what is the appeal of a bunch of fat, hot, sweaty men rolling around on the floor together and making lots of odd grunting noises? Don't ask us what it is, but there certainly is one, 'cos Acclaim have come out with yet another WWF game, this time on the little colour Sega.

WWF Wrestlemania gives you the chance to take on the role of any one of ten WWF wrestlers ranging from the likes of the well-hard Undertaker, right down to the sad dodginess of Papa Shango. You can choose from either a cage battle or a regular match for top ring action ahoy, as well as a tag team bout and two knockout tournaments. The action in WWF seems to have remained just as faithful to the real thing as you can get. The sound you get when someone gets thwacked into the side of the steel cage is marv, too. This should be a real stunner when it hits the Game Gear – keep an eye out for the full GO! Review, in a not too distant issue.



WWF Wrestlemania – coming your way on the Game Gear very soon!



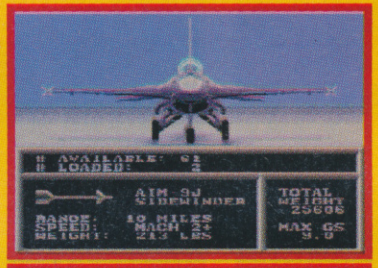
Ten gruntin', groanin' grapplers are at your disposal in Acclaim's WWF Wrestlemania!

GAME GEAR £TBA BY ACCLAIM

FALCON

Ever wanted to be a top F-16 flyboy? Fancied flying through enemy territory at Mach 2 with bogies blazing across the skies, taking time only to stop for a minute to land and quaff some ale and talk to some girlies? You have? Oh good, 'cos that's just what you get to do in this game. Apart from the ale and the girlies bit, that is.

F-16 Falcon is the first flight sim on the GT to our knowledge. After starting life on the ST (of all things) a few years ago the game has made it onto the Engine (which is incidentally the only console it has appeared on) and it looks set to go down a storm. With the obvious lack of simulations on GT the field is wide open for Falcon. We got the game in just as this issue was going to bed so we didn't have time to review it, but we have had a damn good play nonetheless and it seems to be bloody great. Pull your Chubby Brown flying helmet on and ready yourself for the GO! review next month – this is gonna be huge!



Look at the size of that Sidewinder! One of the weapons to be had in GT Falcon.

Bandit at six 'o clock! That's okay, I fancied a Bounty anyway. Old and unfunny gags abound in GO!'s Falcon preview!

The first real flight combat simulator on a hand-held? You be the judge when we review Falcon!

PC ENGINE GT £34.95 BY SPECTRUM HOLOBYTE

GOLF

What can we say about GG Golf, other than it's reputed to be rather good? Nothing, that's what.

So you fancy a round of a golf but can swing a club about as well as you can a cat and it's always raining when you polish up your clubs? Fear not, for courtesy of Sega comes all-weather golfing on your Gear!

As far as we know this is the only golf game on the GG other than Leaderboard, and it looks as good as that corker. You start off as a young hopeful in the world of professional golf and must gradually work your way up the ladder until you start earning big bucks. You can participate in either stroke play, which is basically just a practice round, or an open tournament against either the computer or a human opponent. This one is just about ready, so it should be appearing an issue of GO! near you very soon. FORE!

GAME GEAR

£TBA BY SEGA

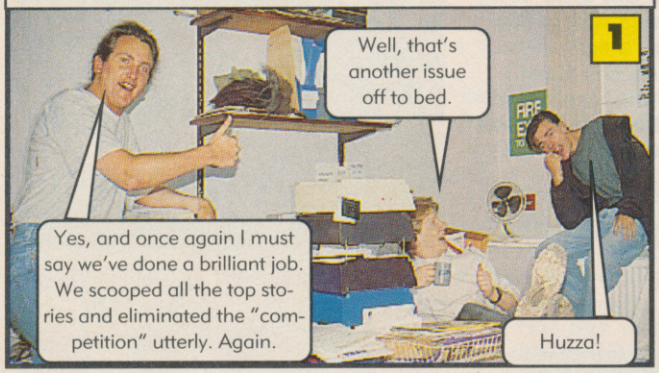
HOW HAND-HELD GO! VIDEO GAMES IS MADE

TRUE-LIFE PHOTOSTORY

An exclusive behind-the-scenes peek at how the world's greatest hand-held mag works!

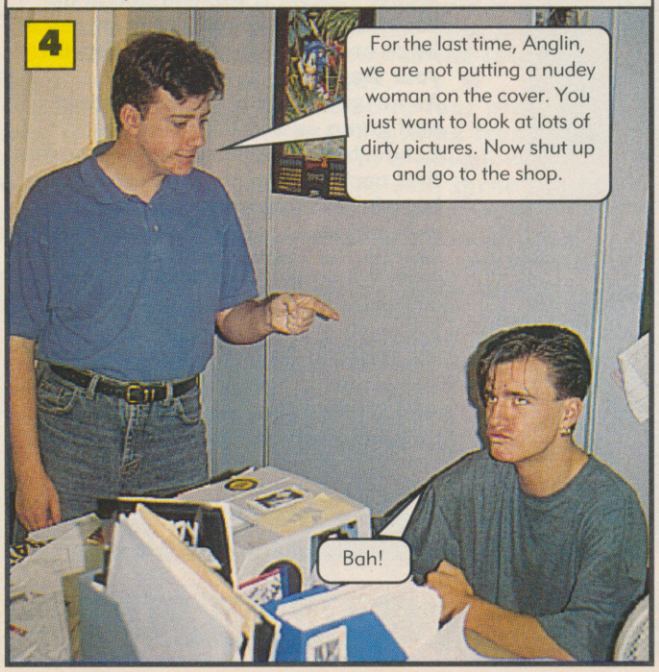
Every month we bring you not just the best multi-format games magazine in the world, but the number one hand-held mag too - and for no extra cost! How do we do it? Well, you're about to find out, as using a hidden camera we were able to produce this fly-on-the-wall photo-documentary revealing a month in the life of GO! Read on...

Each issue begins as the last one ends, with the team enjoying a moment of reflection...

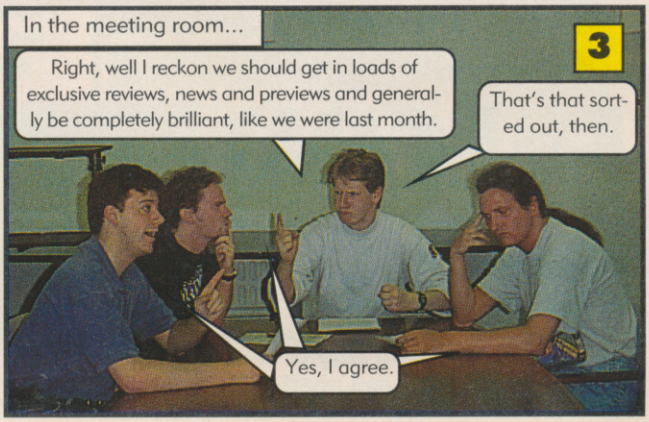


But there's little time for relaxation at this level of publishing...

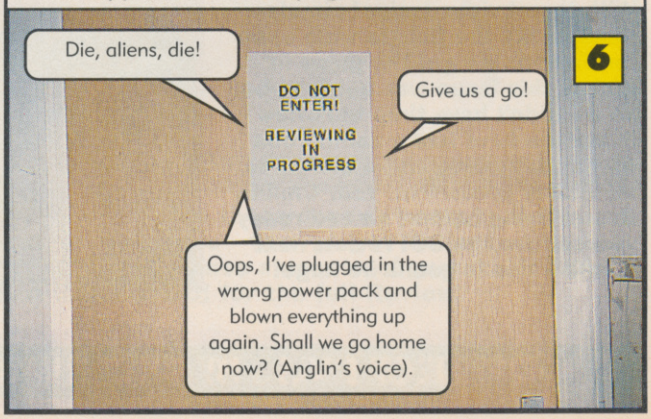
Back on the editorial floor of GO! Towers, work on the new issue is underway...



In the meeting room...

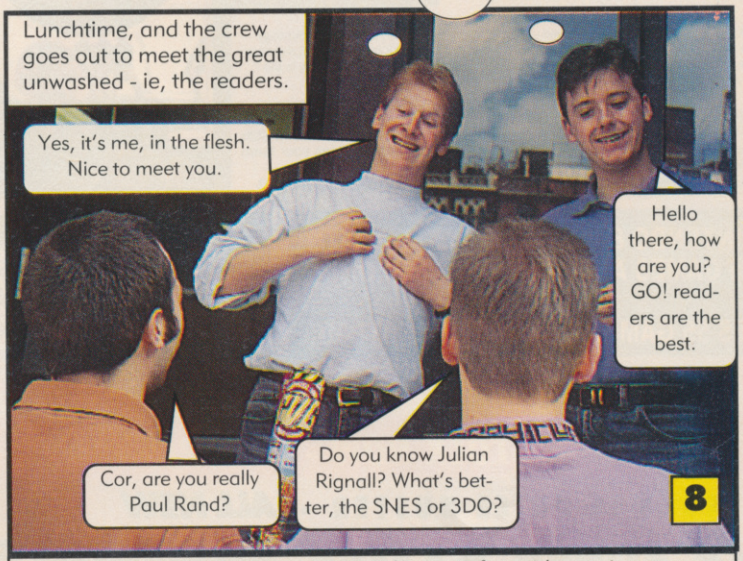


It's a dirty job, but somebody's got to do it...



9:30 the next day, and with their machines repaired, the GO! crew is hard at it.

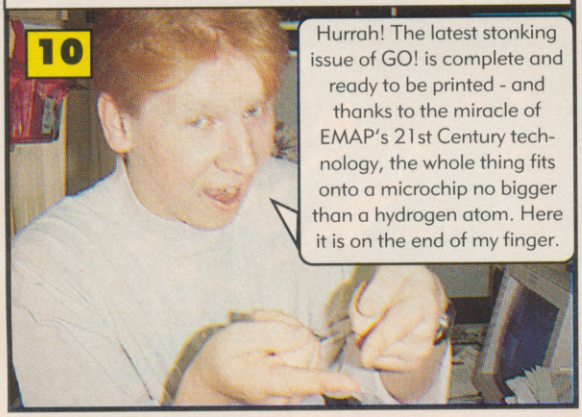
Lunchtime, and the crew goes out to meet the great unwashed - ie, the readers.

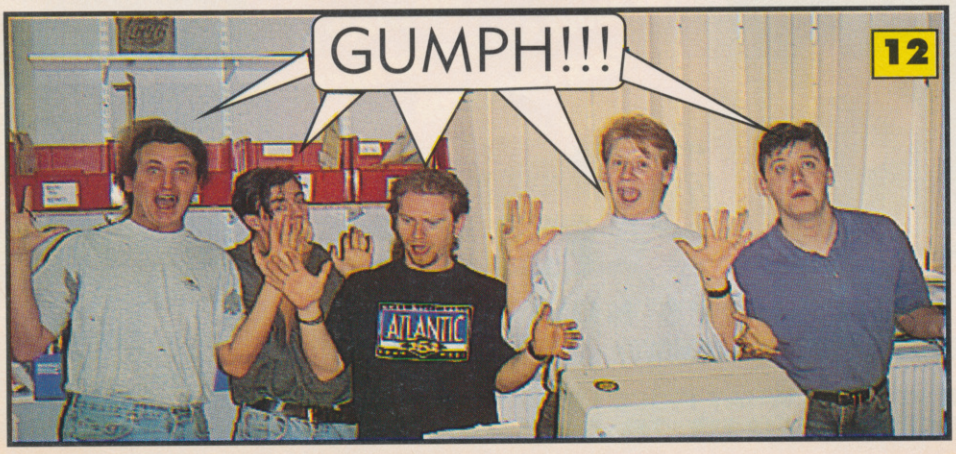


NOTE TO READERS: Yes, these are the sort of stupid questions you really do ask.

Final week of the GO! schedule, and deadlines are tight...

Two minutes later...





GLOSSARY OF TECHNICAL TERMS

PUT TO BED - finish the issue. Or fall asleep at your desk, like Whitta does.
COLOUR HOUSE - place that magically turns our computer files into printable pages. Or a house with lots of colours in it, like the Big Breakfast house.
SHOP - place where Anglin goes when he's not busy reading Kerrang!
DEADLINE - sorry, we don't know what this word means (as our Publisher knows only too well). SEEYA NEXT MONTH!

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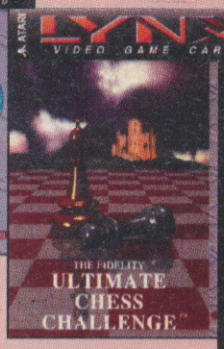

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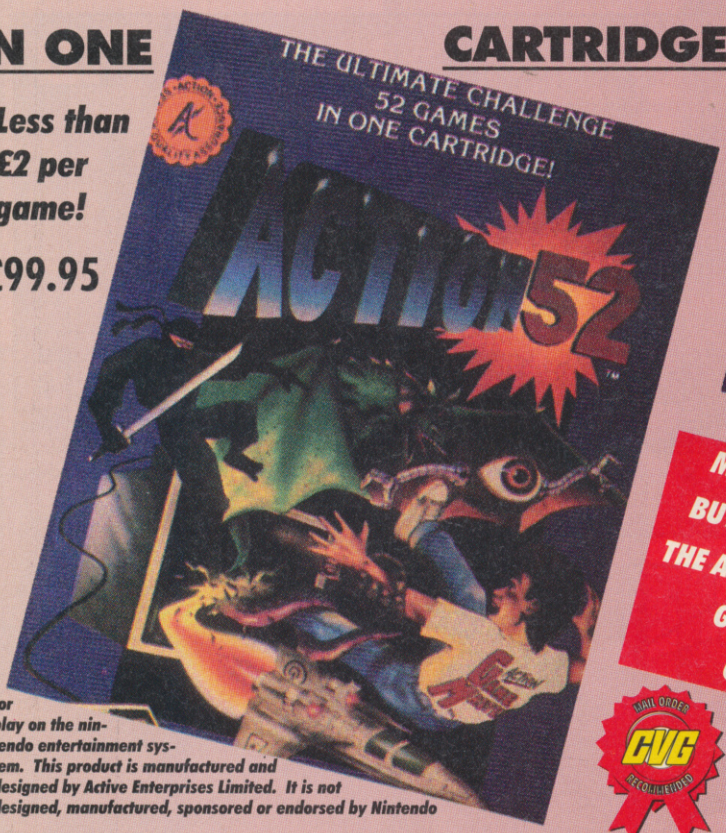

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